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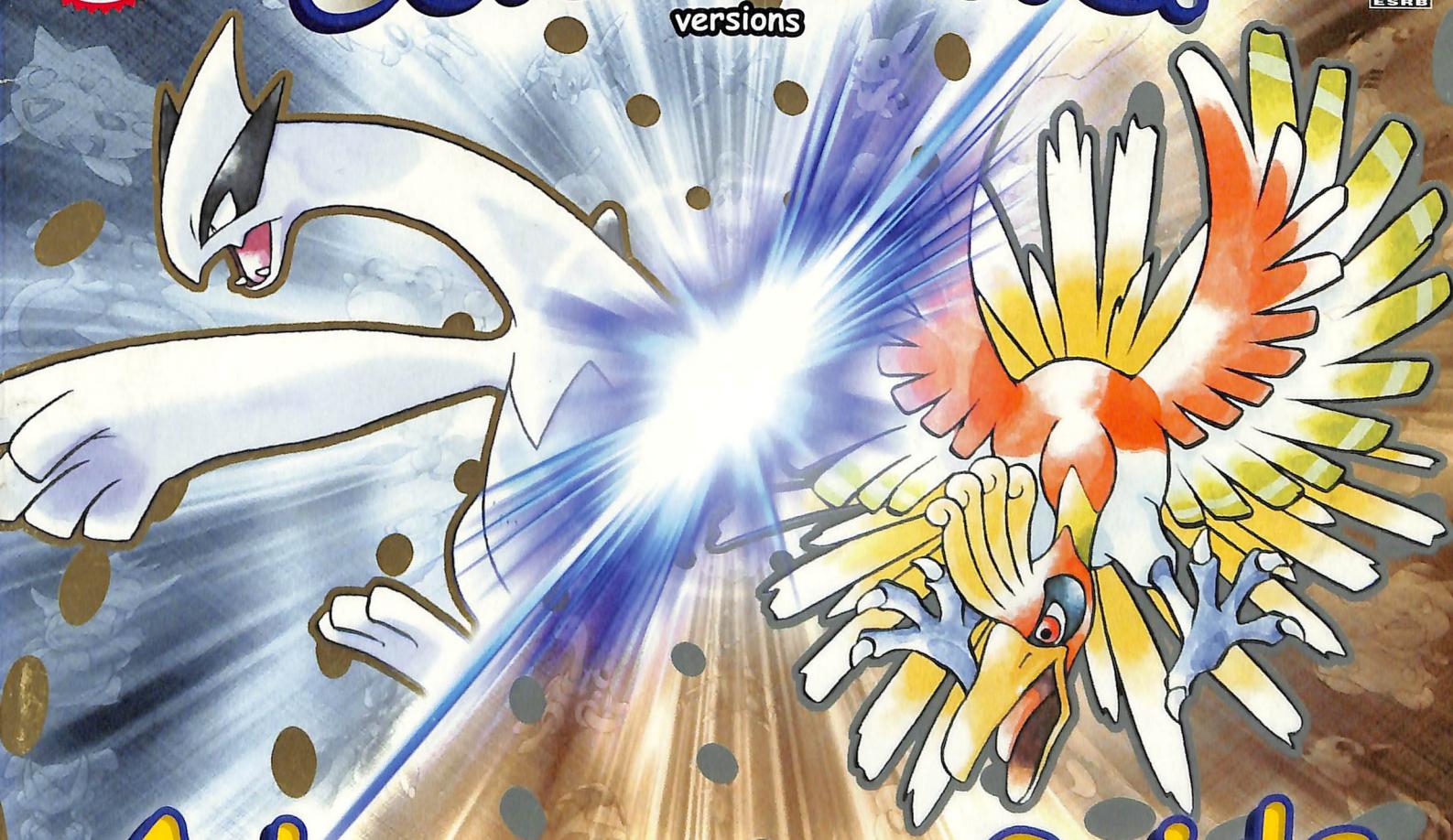
GAME BOY  
COLOR

# POKéMON Gold & Silver

versions



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CONTENT RATED BY  
ESRB



## Adventure Guide

\$12.99 USA / \$17.99 CN.

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01

YOUR GUIDE TO EXPLORING THE  
WORLD OF POKéMON GOLD & SILVER!

Advanced Battle Tactics • New PokéMON Profiles • Handy Appearance Charts

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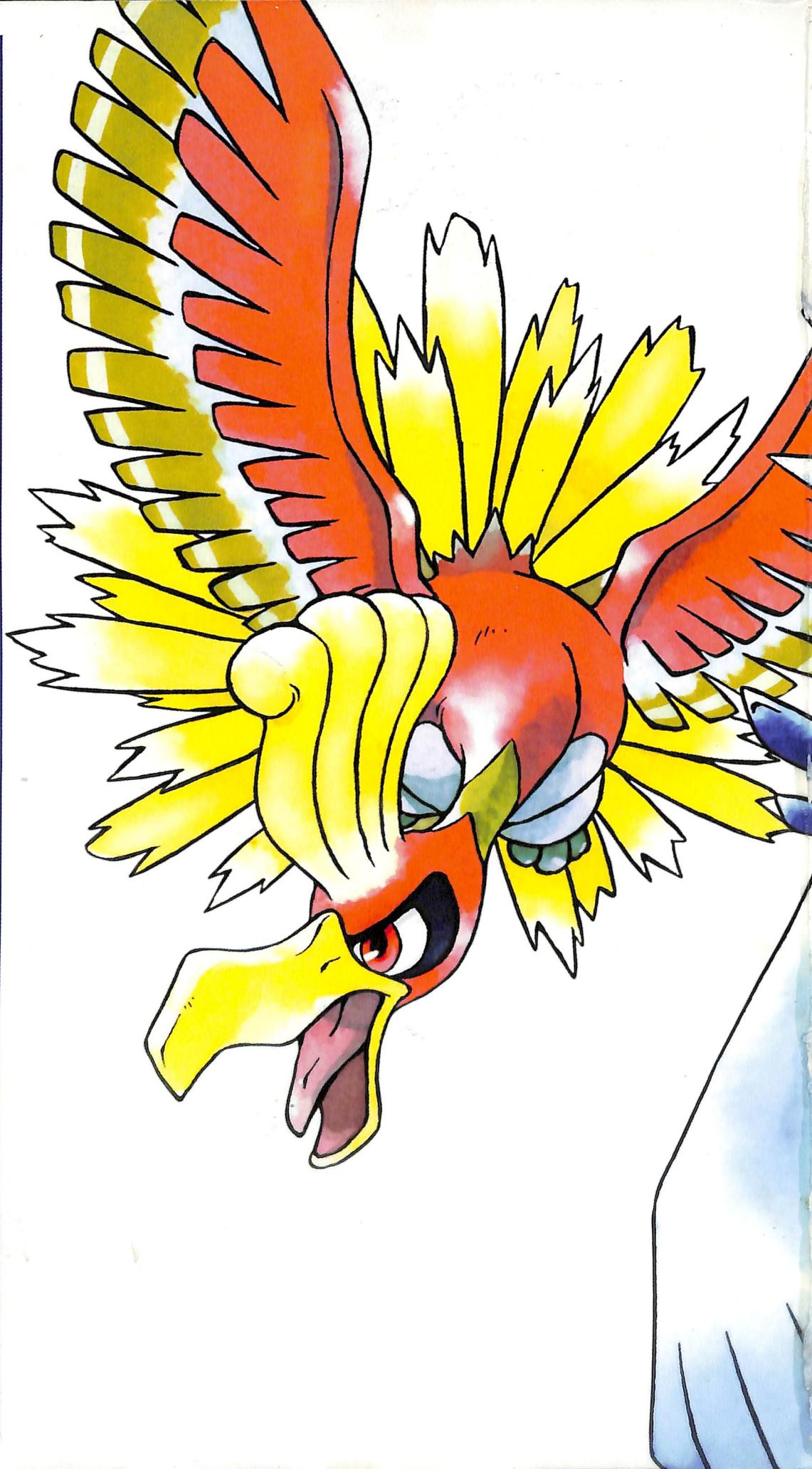
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# Pokémon®



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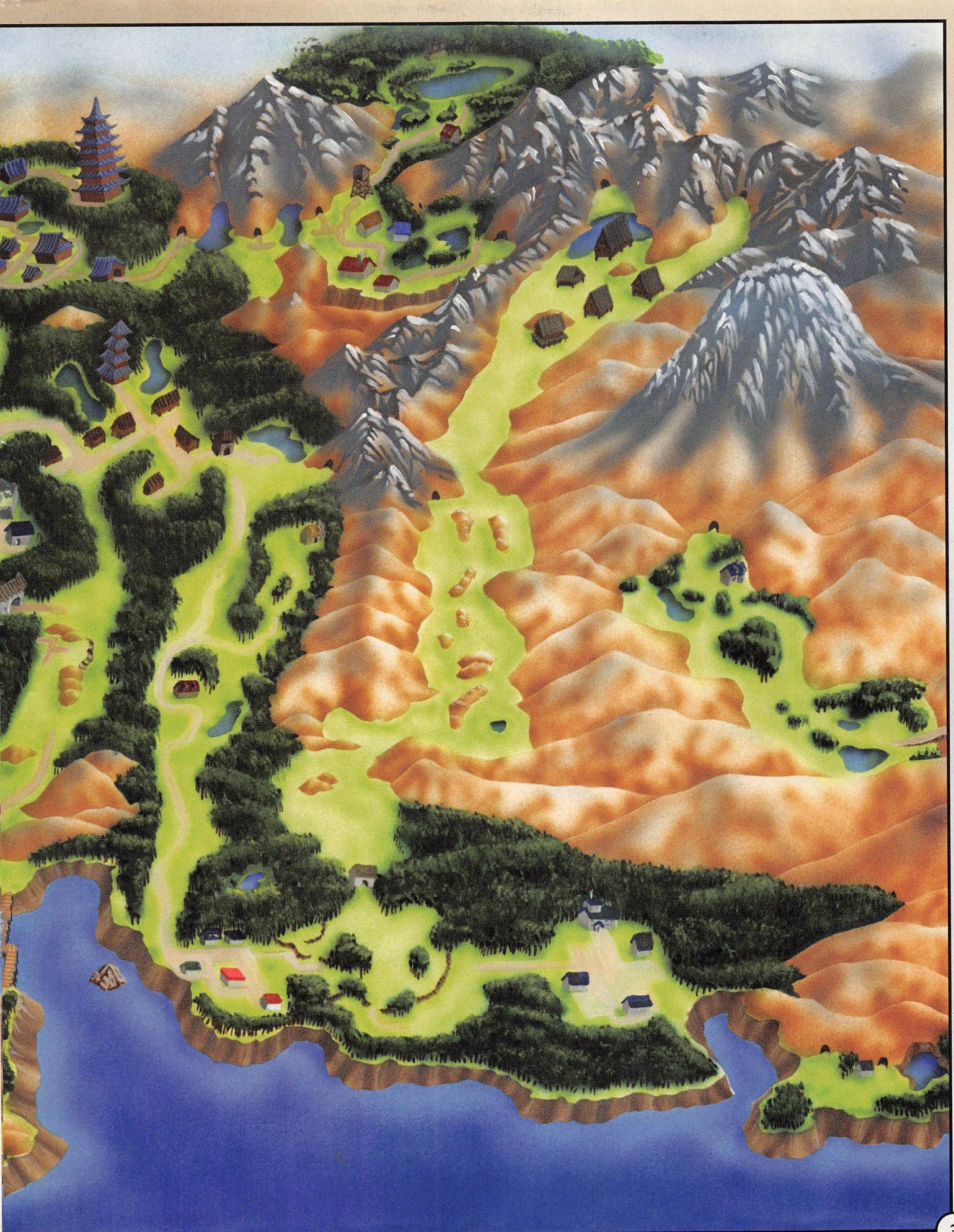
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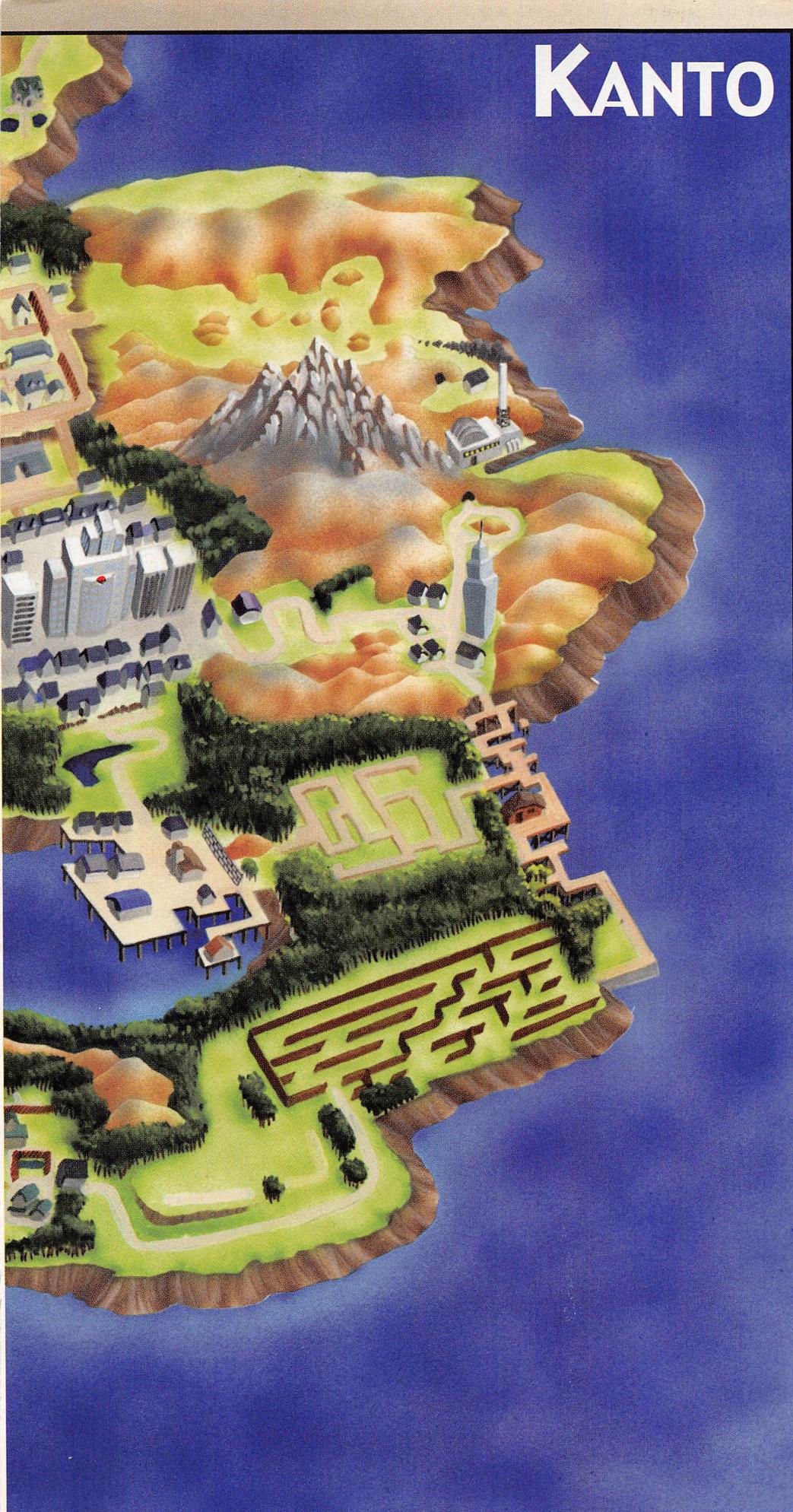
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# **JOHTO**









# KANTO

## Walk-through - Kanto

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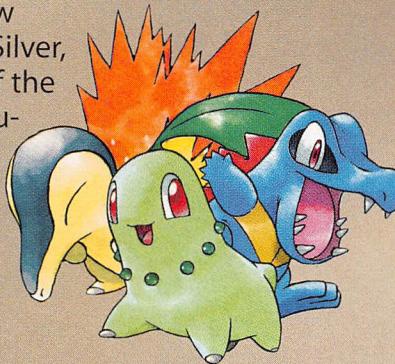
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# WHAT'S NEW IN GOLD & SILVER

The long awaited Gold and Silver versions of Pokémon are finally here! If you're new to the world of Pokémon, you may want to start by reading the game's instruction manual first. But if you've already mastered Red, Blue, or Yellow, this is a good place to start.

## Scores of New Pokémon

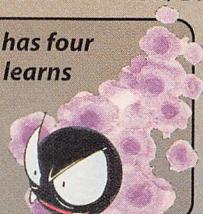
In addition to the 151 Pokémon from Red/Blue/Yellow, there are 99 new Pokémon in Gold and Silver, for a total of 250. Six of the new Pokémon are exclusive to each version (as are 4 old Pokémon), for a total of 93 new Pokémon in each version.



## New Moves For All Pokémon

Some of the most exciting Pokémon in Gold and Silver aren't new at all! Virtually all of the Pokémon that were introduced in Red/Blue/Yellow have at least one new move, and most learn their best moves many levels earlier than they did before. These changes are almost all for the better, so in most cases you're better off catching new versions of your Pokémon than importing them from your Red/Blue/Yellow game.

Gastly, for example, has four new techniques and learns techniques like Hypnosis much earlier. See below for the full list.



### Gastly's R/B/Y Move List

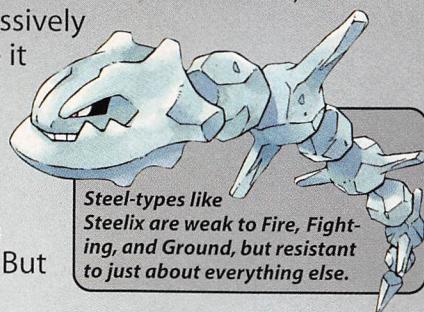
St. Lick  
St. Confuse Ray  
St. Night Shade  
27 Hypnosis  
35 Dream Eater

### Gastly's G/S Move List

St. Hypnosis  
St. Lick  
8 Spite  
13 Mean Look  
16 Curse  
21 Night Shade  
31 Confuse Ray  
39 Dream Eater  
48 Destiny Bond

## Two New Pokémon Types

There are two new types in Pokémon Gold and Silver: **Steel** and **Dark**. In Red/Blue/Yellow, Psychic was an excessively powerful type, since it was strong against common Fighting and Poison-types but was really weak only to seldom seen Bug-type attacks. But



Steel-types like Steelix are weak to Fire, Fighting, and Ground, but resistant to just about everything else.

now Dark has balanced out Psychic: It's both strong against it and resistant to its effects, and even many non-Dark Pokémon now have Dark attacks. Dark, in turn, is vulnerable to Fighting and Bug. This gives Fighting-type a double boost, since Dark keeps its main enemy (Psychic-type) in check, and is a new type that it's very effective against.



Dark-types like Murkrow are strong against Ghosts and Psychics, and weak to Fighting and Bug.

Steel has a much smaller effect on the game, since there are very few Steel Pokémon and Steel attacks. But it does provide some balance to Ice-types (which are vulnerable to Steel, as are Rock Pokémon), and it also makes Fighting, Fire and Ground Pokémon better, since they are the only types that can effectively penetrate Steel's defenses.

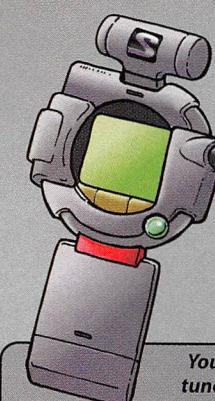
## The New Pack and PokéGear

The new multi-compartment **Pack** in Gold/Silver separates your items by compartments: Items, TM's/HM's, Balls, and Key Items. This makes it possible to stay organized, and eliminates the need to constantly reorganize your inventory with the Pokémon Center PC's. A very handy item.



While the Pack is an upgrade, the **PokéGear** is all new. At the beginning of the game, it can be used only as a watch and phone, but as you get new expansion cards, you can add a Town Map and Radio Features. We'll cover these in more detail in the walk-through, but the phone aspect is particularly handy. When you defeat certain trainers, you can trade phone numbers. They'll then call you to chat,

challenge you, or tell you when and where you can catch rare Pokémon! And if you get stuck, you can always call major game characters like Professor Elm or Bill for advice.



Your PokéGear can tune into radio programs like Professor Oak's Pokémon Talk. On this program, Prof. Oak and Mary discuss which Pokémon appear in which Routes.



MARY: PROF. OAK'S POKÉMON TALK!

## The Internal Clock

The biggest change in the world of Gold and Silver is the addition of Morning and Night, and the days of the week. The game does not keep track of any other date information, so there are no events that happen only in certain months, for example.

**The Day Cycle** - Virtually all shops and characters can be visited at any time of day or night. The main impact of the day cycle is in the Pokémons you encounter; You'll find different Pokémons in the same areas at different times of day. This is usually only true in outside areas, but there are certain caves, dungeons and towers where this also occurs.



Pokémon like Ledyba only come out in the Morning



**The Week Cycle** - Some events happen only on certain days of the week. For example, there is a shop that is only open on weekends; a bug-catching contest that is held only on Tuesdays, Thursdays, and Saturdays; and a

Pokémon that only comes out on Fridays!

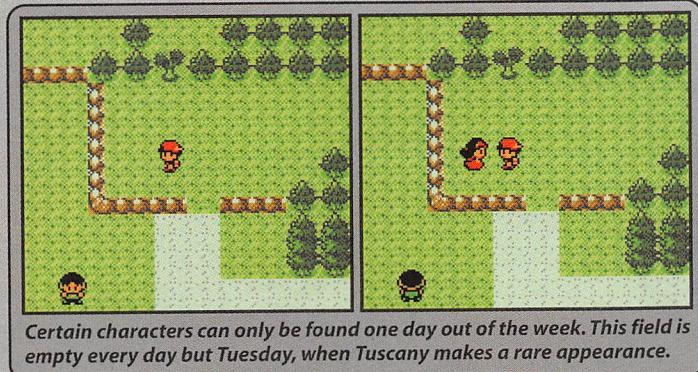
We'll cover each of these events in the walkthrough (beginning on page 15) and list them all in a calendar in the back of the book.



Pokémon like Sunkern only come out in the Day



Pokémon like Hoothoot only come out at Night



Certain characters can only be found one day out of the week. This field is empty every day but Tuesday, when Tuscany makes a rare appearance.

## New Methods of Evolution

This is another massive change. In Pokémons Red/Blue/Yellow, you could evolve Pokémons in one of three ways: By leveling them up, by trading them, or by using Element Stones. Now there are three new ways: "Taming" them, trading them while they hold certain items, and breeding them. We'll cover all of this in detail in the "Evolving Pokémons" section.

One other new twist is multi-path evolutions. This actually isn't new, since Eevee could evolve three different ways in Red/Blue/Yellow, but it has been added to many older Pokémons who used to only be able to evolve one way. For example, Oddish still evolves into Gloom, which can evolve into a Vileplume with the Leaf Stone. But now you can also use a Sun Stone on Gloom, and get a Bellosom instead!



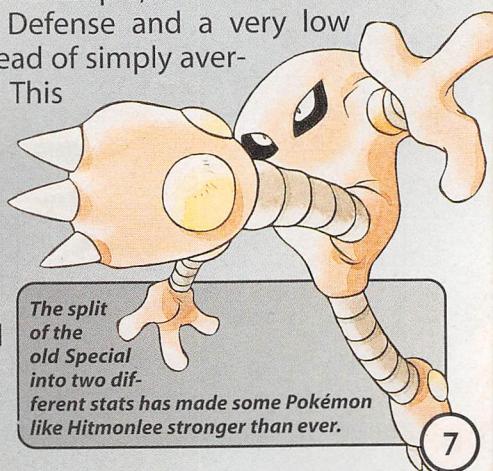
Evolves into Vileplume with Leaf Stone

Evolves into Bellosom with Sun Stone



## The New Special Defense Stat

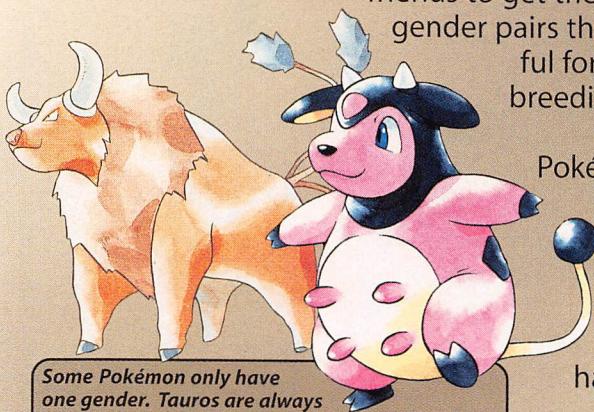
In Red/Blue/Yellow, there was a stat called "Special" that determined both the damage of a Pokémons Special-type attacks and its defense against such attacks. That stat has now been broken up into two stats: Special Attack and Special Defense. We'll cover these more on page 13, but it's something to be aware of as you catch or import old Pokémons. This has had a big effect on the utility of some of the older Pokémons. For example, Hitmonlee now has a very high Special Defense and a very low Special Attack, instead of simply average scores in both. This is great news for Hitmonlee, since it has no Special Attacks, but can now better defend itself against its opponents' Special Attacks.



## Most Pokémons Have a Gender

Just as there were male and female Nidoran in Red/Blue/Yellow, now there are Male and Female versions of (almost) every Pokémon. You'll find that most of the Pokémons in your game pack are of one particular gender, so it's easiest to trade with

friends to get the opposite-gender pairs that are useful for Pokémon breeding. By the way, male Pokémons tend to have a higher Attack, while females have higher Defense.



Some Pokémons only have one gender. Tauros are always male, for example; Miltank is the female version.

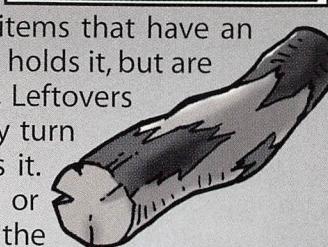
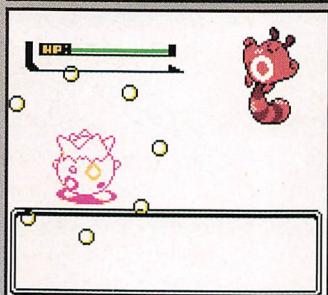
## Pokémons Can Equip Items

In Gold and Silver, each Pokémon can hold one item. While they can be made to hold anything, there are two types of items that will actually help them out:

### Berries

- There are a ton of different Berries in Gold and Silver. The basic Berry automatically heals 10 HP when the Pokémon that holds it is wounded (and falls into the yellow zone). Other Berries will activate when the Pokémon holding them is Confused, Paralyzed, etc. Using a Berry does not cost that Pokémon a turn. You can also use Berries outside of battle, just like Potions or other items. Berries can't be bought, but you can find them in trees once per day, or in the possession of certain wild Pokémons.

**Hold Items** - These are items that have an effect on the Pokémon that holds it, but are not used up. For example, Leftovers refills a little bit of HP every turn to the Pokémon that holds it. Other items, like Charcoal or the Pink Bow, strengthen the attack power of all techniques of a certain type (for example, Fire for Charcoal, and Normal for Pink Bow). Make sure to give these valuable items to the Pokémons they are best suited for!



## New "Mystery Gift"

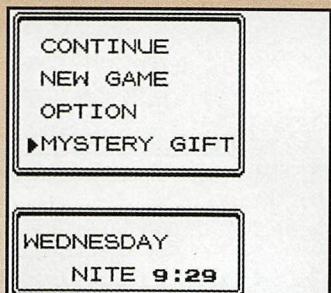
If you're playing on a Game Boy® Color, you can use this new feature to get up to five free, potentially valuable items a day! To activate this feature:

1. Play until you get to Goldenrod City (page 34), speak to the girl in the fifth floor of the Goldenrod Department Store (shown here), and save your game.



2. Find a friend who has done the same.

3. Place the infrared sensors of your Game Boy® Colors within a few inches of each other, and choose the "Mystery Gift" option from the initial menu that appears on power up.



4. You'll each receive an item randomly selected from the Mystery Gift list! You can do this with the same friend every day (but only once a day), or with different friends up to five times a day. You can also do it with a Pokémon Pikachu™ 2 GS, and as often as you like. But instead of being random, the item is based on the wattage of the Pokémon Pikachu™ 2 GS.



## And So Much More...

Where to begin? There are two new HM's (Whirlpool and Waterfall), dozens of new attacks, useful out-of-battle moves like Rock Smash and Headbutt, all new TM's, cool new items, alternative color Pokémons (see page 57), a mysterious (but non-threatening) Pokémon Virus, and much more! Experiment, discuss with your friends, and enjoy!



# CATCHING THEM ALL

## Catching Wild Pokémons

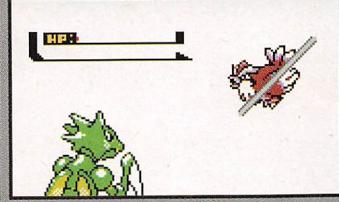
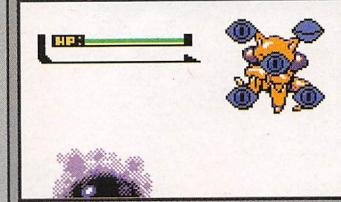


You'll get the vast majority of Pokémons by catching them in the wild. There are now five ways to get into random confrontations with Pokémons: Walking in grass (or in dungeons), Surfing on water, fishing, Headbutting small trees, and Rock Smash-ing rocks.

When you run into a Pokémon, the process is always the same: Weaken the Pokémon as much as you can without knocking it out, then try to catch it using a Ball. Paralyzing, Freezing, or putting a Pokémon to Sleep also makes them easier to catch.

There are a few new moves that will aid in your capturing of wild Pokémons. They include **Mean Look** and **Spider Web**, two identical moves that prevent Pokémons from escaping. This is invaluable against Pokémons like Abra and Natu that attempt to escape as soon as the battle begins. The other is **False Swipe**, an attack that always leaves the opponent with one HP, getting it as close to fainting as possible without ever K.O.'ing it. With these three techniques at your disposal, wild Pokémons are a lot easier to catch!

## Good Skills for Catching Pokémons



**Mean Look** keeps Pokémons like Abra from escaping, and stops certain escape moves like Teleport (but not Roar). **False Swipe** will (eventually) reduce a Pokémon down to 1 HP, but never K.O. it. Even weak balls can capture 1 HP Pokémons fairly easily.

## Trading for Pokémons

You can't catch every Pokémon in every version. There are Pokémons that exist only in Gold that exist only in Silver (four of each set, however, can be traded from Red/Blue/Yellow). To get these Pokémons, you'll need to trade with someone who has the other version. While all the other Pokémons do appear in both versions, they may be easier to get in one or the other. For example, Gold players



### Pokémons Only in Silver



### New Pokémons Only in Gold



### Old Pokémons Only in Gold



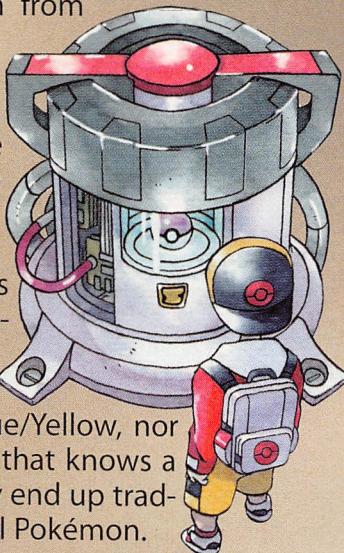
### Pokémons That Cannot Be Caught in Gold or Silver



## Using the Time Capsule

Even if you diligently trade between Gold and Silver, you'll be missing some Pokémons. That's because not all of the Pokémons from Red/Blue/Yellow appear in Gold and Silver (see the list on the bottom of page 9). To complete your Pokédex, you'll either have to trade for these Pokémons from a friend's Red/Yellow/Blue game or bring them from your own.

That means using the **Time Capsule**. When you enter Ecruteak City (see page 42), the Time Capsule in each Pokémon Center will be repaired, and you can begin trading across time. But there are conditions: You can't trade any new Pokémons (number 152 and up) into Red/Blue/Yellow, nor can you trade a Pokémon that knows a new move. So you'll mostly end up trading freshly caught, low-level Pokémons.



## Pokémon "Swarms"

If you're patient, you can finally say goodbye to the days of wandering aimlessly through tall grass in the hopes of running into a super-rare Pokémon. There are only a handful (six, to be exact) of these super-rare Pokémons in Gold and Silver, and there's now a smarter way to catch them. Simply beat certain trainers as you progress (they'll be noted in the walkthrough), and they'll offer to trade phone numbers with you. Accept, and eventually they may call to inform you that a certain area is suddenly swarming with a certain Pokémon that had been too rare to catch earlier! No one knows what makes these Pokémons suddenly come out in force for an hour or two every week or so, but if you hightail it over there, you can catch one easily!

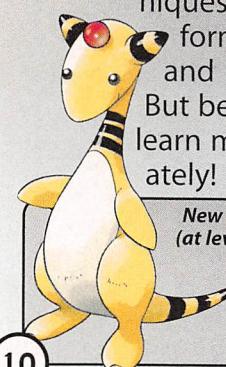
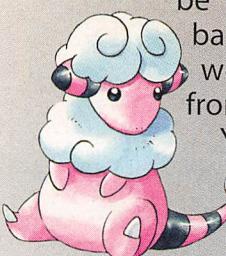
*Marill and Snubbull are among the Pokémons that can only be easily caught during swarms.*



# EVOLVING YOUR POKÉMON

## Leveling Up Pokémons

Most Pokémons evolve into new forms as they gain experience. Since EXP can only be gained in battle, you'll need to spend many hours using your Pokémons in battle to evolve them. Pokémons that have evolved by level can occasionally be found in the wild, but they tend to be rarer and harder to catch than the base forms. They're also likely to be weaker than Pokémons hand-raised from the lowest form of evolution.



You can prevent any Pokémon from evolving this way by pressing the B Button on the evolution screen.

Since evolved Pokémons learn techniques more slowly than their unevolved forms do, it sometimes pays to be patient and not evolve them until you're ready. But be aware that some Pokémons can only learn moves if you let them evolve immediately! And of course, the boost in strength

*New Pokémons like Mareep, Flaffy (at level 15) and Ampharos (at level 31) evolve the old-fashioned way. Don't delay the process, or Ampharos will never learn its level 31 move, Thunder Punch!*

most Pokémons enjoy when they evolve is pretty tempting too.

## Evolving With Stones

### Thunder Stone

#26 Raichu  
(from Pikachu)

#135 Jolteon  
(from Eevee)

### Fire Stone

#59 Arcanine  
(from Growlithe)

#38 Ninetales  
(from Vulpix)

#136 Flareon  
(from Eevee)

### Water Stone

#62 Poliwrath  
(from Poliwhirl)

#91 Cloyster  
(from Shellder)

#121 Starmie  
(from Staryu)

#134 Vaporeon  
(from Eevee)

Many Pokémons evolved with stones in Red/Blue/Yellow, and all of these Pokémons (listed here) still evolve the same way. The only problem is that Elemental Stones are very rare in Gold and Silver, so you're better off importing these Pokémons from your old game whenever possible.

The **Sun Stone** is the only new stone in Gold/Silver, and fortunately, it isn't so rare. You can earn one every time you win the Bug Catching Contest (see page 40), and use it to evolve your Sunkern and Gloom. There are no new Pokémons that evolve with the Thunder, Fire, Water, Leaf or Moon Stones.

As before, Pokémons that evolve with stones may lose their ability to learn certain techniques. But this

### Moon Stone

#31 Nidoqueen  
(from Nidorina)

#34 Nidoking  
(from Nidorino)

#36 Clefable  
(from Clefairy)

#40 Wigglytuff  
(from Jigglypuff)



Arcanine and Ninetales suddenly learning a decent late-game technique or two.

problem isn't as severe as it was in Red/Blue/Yellow, when most Stone-evolved Pokémon couldn't ever learn any new moves! You may be surprised to find even your imported, stone-evolved Pokémon like



## Trading Pokémon

As in Red/Blue/Yellow, **Alakazam**, **Machamp**, **Golem** and **Gengar** can only be acquired by trading their second stage evolutions. These final evolutions never appear in the wild, so if you can't find someone to trade them to, you'll never get your hands on them. Unlike Pokémon that evolve with Stones, traded Pokémon learn the same techniques as unevolved ones, and at the same rate, so there is no reason not to trade them off as soon as you can.

## Trading With Items



Several new Pokémon in Gold/Silver also evolve by being traded... but only if they're holding the right item! For example, if your Slowbro is holding a King's Rock when you trade it to a friend, your friend will end up with a new Pokémon, Slowking. Many of these traded Pokémon learn different moves at different levels. For example, only Slowking can learn Snore, and it will learn Psychic six levels sooner than Slowpoke, but it will not be able to learn certain Slowpoke moves like Amnesia and Withdraw. But in almost all cases, your best bet is still to trade as soon as possible.

*Slowpoke becomes Slowbro at level 37, and after that you can trade it with the King's Rock to evolve it into Slowking.*

## Some Notes About Trading

Trading is an important part of Pokémon. But keep in mind the following things when you trade:

- You DO keep Pokédex registration for having caught a Pokémon after you trade it. So by trading a Pokémon to a friend, you both get credit for having caught it, regardless of whether he/she trades it back or not.
- You do NOT get Pokédex registration for the earlier evolutions of traded Pokémon. So if your friend trades you his/her Meganium, you'll still be missing Chikorita and Bayleef. When trading rare Pokémon that evolve, trade them (and then trade them back if necessary) at every stage of their evolution.

## Evolving by Tameness

The concept of "Tameness" was introduced in Yellow, where your Pikachu would change its facial expression based on how you treated it.

Now Tameness is a hidden stat for every Pokémon, and it's the only way to get the evolved forms of seven Pokémon. When your Pokémon becomes positively euphoric, it will evolve the next time it goes

**Pure Psychic** up a level. Be forewarned: Making a **Espeon (#196)** Pokémon tame enough to evolve takes days of constant pampering.

This process is how you

### Things that improve your Pokémon's Tameness include:

- Using it in battle
- Levelling it up
- Giving it items to hold
- Using healing items on it
- Taking it to the Goldenrod Pokémon Salon (p. 36)

### Things that worsen your Pokémon's Tameness include:

- Leaving it in a PC Box
- Using "Bitter" items on it
- Not healing it when sick or wounded
- Leaving it in the Fainted condition



Pure Dark Umbreon (#197)

can get Espeon and Umbreon, the two new Eevee evolutions. You get Espeon if your happy little Eevee evolves during the morning or day, and Umbreon if it evolves at night.



*This woman in Goldenrod City (see page 34) will say different things depending on the mood of your Pokémon. If she says "It really seems to trust you," you know it will evolve soon!*

- You'll need the appropriate Badge to control traded Pokémon. If you think you can streak through the game with your Mewtwo, you'll be in for a nasty surprise when it just falls asleep at the start of every battle. Each Badge increases (by around 10) the level of Pokémon you can control successfully, so don't try to get ahead of things. If you're determined to cheat, you can trade your Pokémon to a friend and have him/her teach it TM's and HM's you don't have yet, and then trade them back.
- Traded Pokémon gain EXP quicker, by about 50%, so trading back and forth is a good way to level up Pokémon quickly. But beware: Traded Pokémon get fewer stat points each time they level up.

# BREEDING POKÉMON

## New Baby Pokémons!

Not only can you use the new breeding system to get multiple copies of desirable Pokémons like Eevee, but it's also the *only* way to get a bunch of new "baby" Pokémons like Elekid and Pichu.

To breed a Pokémon, you need to bring a pair of opposite gender Pokémons to the Day-Care (see page 32) and leave them in the care of the elderly couple. If the two Pokémons get along, you may come back and be presented with an egg by the old man. Walk around with that egg for a couple of hours, and eventually it will hatch into a level 5 Pokémon.



For example, to get an Elekid (shown to the right), you'll first need to capture full grown Electabuzzes.



Ideally, you'll get a pair, but that isn't necessary. You could breed a single Electabuzz with a similar Pokémon of the opposite gender (try ones of the same type, like Pikachu and Mareep, or Pokémons that look physically similar, like Magmar), but the Pokémon that hatches may be of *that* species. So your other option is to throw in a Ditto: It can breed with almost anything of either gender!

Some Pokémons pairs just won't breed, no matter how hard you try (talk to the Pokémon in the pen to see if they're interested in each other), and some Pokémons can't breed at all (that includes Mewtwo, Mew, the Legendary Birds from Red/Blue/Yellow, Entei, Raikou, Suicune, Lugia and Ho-oh). But definitely do experiment... This is the only way to get the new babies, and low-level versions of most other Pokémons.



## RAISING CHAMPION POKÉMON

### Start With a Strong Pokémon

Any two Cyndaquil will learn the same moves at the same levels, but they may have significantly different strengths. Start a game, pick your starter, check out its stats, and then restart and pick the same Pokémon again. Odds are that at least one or two of its stats will be a bit higher or lower than they were before. So sometimes it pays to catch a number of the same Pokémon, since some will be faster, some will be stronger, some will be tougher, and some will simply be weaker in all categories. In fact, two Pokémons of the same species differ from each other *more* in Gold and Silver than they did in Red/Blue/Yellow. If you're trying to raise a champion, start with champion material.

It's also important to start with a Pokémon of the lowest level possible. A level 20 Flaaffy that you evolved from a level 5 Mareep will be much stronger than a level 20 Flaaffy in the wild. Wild Pokémons may also have lost useful moves as they've grown—a wild Kakuna only knows how to Harden, but one you raised from a Weenoo will remember how to use Tackle and String Shot.

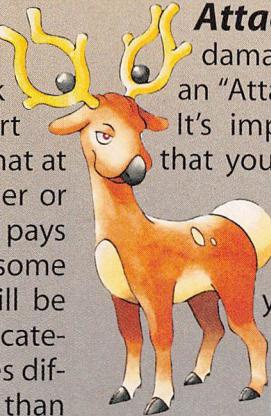
If you really want to raise tournament class Pokémons, breed them! Pokémons raised from eggs will grow into even higher stats, and may learn techniques they couldn't learn otherwise.

### What the Stats Mean

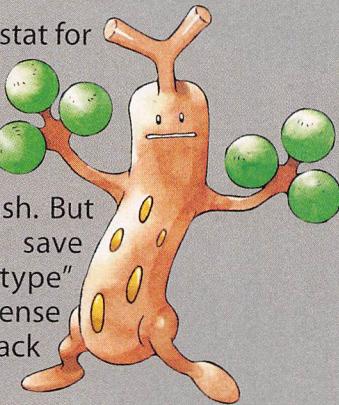
**Attack** - This stat affects the amount of damage your Pokémons deal when they use an "Attack Type" attack (see the chart below). It's important to remember that your Attack score has no bearing on Special attacks (Fire, Water, Psychic, etc), so if your Pokémon uses mainly those types of moves, its Attack doesn't matter at all.

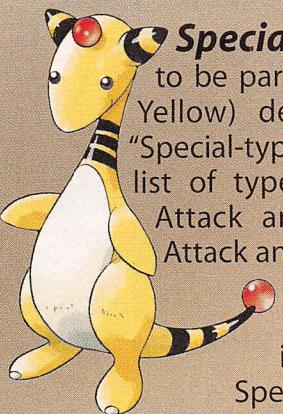
This is the stat to watch for Flying, Fighting and Normal-type Pokémons (like Stantler).

**Defense** - This is an important stat for all Pokémons. Like most Rock Pokémons, Sudowoodo (to the right) has a very high Defense score, so most "Attack-type" attacks will barely scratch its varnish. But no amount of Defense will save Sudowoodo from a "Special-type" attack. And since its Special Defense is so low, even a weak Water attack would pose a serious threat.



| ATTACK-TYPES |
|--------------|
| Normal       |
| Fighting     |
| Flying       |
| Poison       |
| Ground       |
| Rock         |
| Bug          |
| Ghost        |
| Steel        |

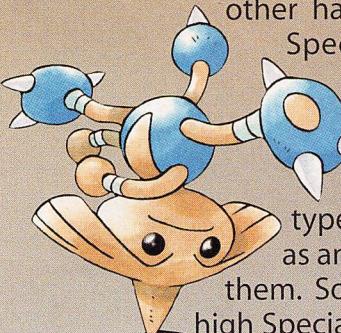




**Special Attack** - This stat (which used to be part of the Special stat in Red/Blue/Yellow) determines how much damage "Special-type" attacks do. See below for the list of types that are affected by Special Attack and Defense instead of regular Attack and Defense.

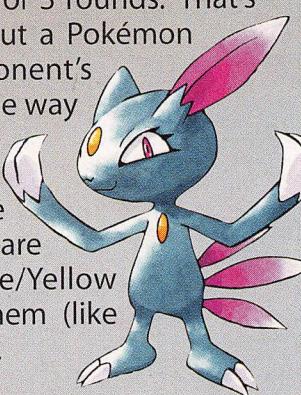
Ampharos here is slow, but it has a very high Special Attack for an Electric Pokémon, which is exactly what it needs. But this stat is meaningless for Pokémon without "Special-type" attacks.

**Special Defense** - This is the other half of the old



Special stat, and like regular Defense, it's important for every Pokémon to have a good score here. Hitmonkorok may not know any Special type attacks, but it's just as likely as any Pokémon to be the target of them. So it's a good thing it has such a high Special Defense!

**Speed** - Players who know how to match types to maximum effect (see next section) know that most battles don't last longer than 2 or 3 rounds. That's all the time it takes to bring out a Pokémon that's good against the opponent's type, and wipe it out. If that's the way you play (and it should be), there's no more important stat than Speed. While many of the new Pokémon in Gold/Silver are stronger than their Red/Blue/Yellow counterparts, only a few of them (like Sneasel here) have great Speed.



## Pick the Right Moves

Pokémon can naturally learn up to 12 moves, and with TM's and HM's, some can learn nearly 50! The only problem is that they can only know four at once, and once they've forgotten one, it's gone forever. So plan carefully which moves you want your Pokémon to have; just because a move is learned at a higher level doesn't mean it's better than one you already have. Check the Moves Appendix in the back of this book for detailed descriptions of each new move before you agree to learn it, so you don't accidentally cripple your Pokémon by replacing a move you need with something less effective. Make sure each Pokémon always has at least two damage-dealing attacks, and at least one with 10-20 (or more) PP.

| SPECIAL-TYPES |
|---------------|
| Fire          |
| Water         |
| Ice           |
| Electric      |
| Grass         |
| Psychic       |
| Dragon        |
| Dark          |

## Using the Right Type

### What the Conditions Mean:

**Poison** - You lose HP each turn in battle, and every 4 steps out of battle

**Paralyze** - Your moves fail 50% of the time, and speed is greatly reduced.

**Burn** - You lose HP each turn in battle, but not outside. Attack is reduced.

**Freeze** - The Pokémon can't attack. It will unfreeze if hit by Fire, or at the end of battle.

**Confuse** - The Pokémon will attack itself 50% of the time. Clears up when you switch Pokémon.

**Flinch** - If you "Flinched" before your attack, you can't attack this turn.

**Fainted** - Your Pokémon cannot be used in battle until Revived.

Perhaps each Pokémon's most important attribute is its type. As we've mentioned before, each Pokémon gets one or two types, like Electric, Psychic, Normal, etc. Each type means three things:

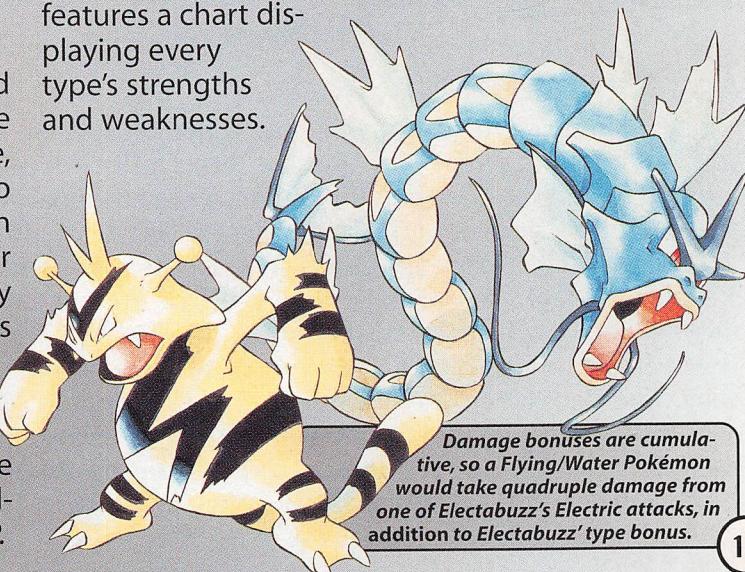
- That Pokémon gets a 50% bonus when using a damage-dealing move that matches its type (this is NOT true for Normal moves). If the Pokémon has two types, it gets a 25% bonus.
- That Pokémon is now vulnerable to certain types (for example, Fire-type Pokémons will take double damage from Water-type attacks).
- That Pokémon is now protected from certain attack

types (for example, Ground-type Pokémons cannot be damaged by Flying-type attacks, and will take only 1/2 damage from Poison and Rock attacks).

Remember that your Water-type Pokémons only has an advantage against Fire-type opponents if it's using Water-type attacks. Many Pokémons, like Rhyhorn, have types (Ground and Rock) that they never learn any attacks for (although they can learn Rock and Ground attacks with TM's). It's important to remember that types hurt your Pokémons as well as

help: With no ability to take advantage of the weaknesses to Ground and Rock types other Pokémons may have, Rhyhorn may actually have been better off simply being Normal-type.

As you play, you'll learn which types are good against which other types. Pokémons is like a big game of Rock-Paper-Scissors, except now it has 17 different types. The last page of this book features a chart displaying every type's strengths and weaknesses.



# How To Use This Guide

## Section Divider and Map

We have divided the quest into 11 sections, lettered A-K. This is the third part of section C, the Union Cave. The map to the right shows the area surrounding it.

### UNION CAVE

**section C-3**

**Take a Short Detour for TM 39**

This cave is pretty simple: Just head south, fighting the trainers when you must and picking up items where you can. But if you have the fortitude to handle a short detour, take the stairs at point A. You won't get far in level B1, but you can easily get to TM 39. It contains Swift, a strong Normal attack that always hits and can be learned by most Pokémon.

**Trainer Rosters**

|         |          |          |          |
|---------|----------|----------|----------|
| Daniel  | P352     | Onix     | Level 11 |
| Russell | P250     | Geodude  | Level 04 |
| Geodude | Level 06 | Geodude  | Level 06 |
| Geodude | Level 08 | Ray      | P432     |
| Bill    | P288     | Vulpix   | Level 09 |
| Koffing | Level 06 | Larry    | P600     |
| Koffing | Level 06 | Slowpoke | Level 10 |

**Items**

| Cave 1F/B1 (Gold Version) | Morning | Day | Night |
|---------------------------|---------|-----|-------|
| Geodude                   | 20%     | 20% | 20%   |
| Onix                      | 10%     | 10% | 10%   |
| Rattata                   | 25%     | 25% | 25%   |
| Zubat                     | 25%     | 25% | 25%   |
| Sandshrew                 | 20%     | 20% | 20%   |

| Cave 1F/B1 (Silver Version) | Morning | Day | Night |
|-----------------------------|---------|-----|-------|
| Geodude                     | 35%     | 35% | 35%   |
| Onix                        | 10%     | 10% | 10%   |
| Rattata                     | 30%     | 30% | 30%   |
| Zubat                       | 25%     | 25% | 25%   |

| Cave 1F/B1 Fishing Chart | Old Rod | Good Rod | Super Rod |
|--------------------------|---------|----------|-----------|
| Magikarp                 | 80%     | 20%      | 20%       |
| Goldeen                  | 20%     | 80%      | 75%       |
| Seaking                  | -       | -        | 5%        |

**Sandshrew**

Only Gold players can catch a Sandshrew here, but Silver players needn't despair: They can buy one at the Goldenrod casino. Sandshrew is a bit better in Gold/Silver, since it learns its attacks earlier (generally) and has a couple of new ones. But it still doesn't learn any Ground attacks, which is annoying since it's a purely Ground-type Pokémon, and suffers many Weaknesses to popular types because of it.

**Goldeen**

Goldeen's a little bit more interesting in this version. That's mostly because it now learns Horn Drill, an attack that K.O.'s any Pokémon instantly 30% of the time, at level 15 (it used to be level 45). This move combined with a couple of X Accuracy items could wipe out a legion of opponents if you get lucky. Teach it Surf and Waterfall early (with HM's), and Goldeen's not half bad.

## Appearance Ratio Charts

For every area in which wild Pokémon appear, we have an appearance ratio chart that shows what Pokémon you can find and when they appear. If the same Pokémon appear in both versions, the bars are white, as in the chart to the right. When they differ, there are separate charts for Gold and Silver (see above). These charts are further divided into Morning, Day, and Night columns.

The dark blue bars show which Pokémon appear while you're Surfing in water areas. The light blue charts (like above) show which Pokémon can be caught with which fishing rods. These are not divided by day and night, since there are rarely any differences for fish. Omitted Pokémon appear as "???"

The percentages, which reflect the odds of running into each Pokémon in any random encounter, are based on our extensive testing, and are not official statistics. Your Pokémon-catching experiences may differ.

## Pokémon Trainer Rosters

Whenever possible, we list the names and rosters of each of the trainers you'll face on your quest. Match the number of each trainer to its spot on the map, and you can get a good idea of whether it's a battle you can win, and which Pokémon you should start with. If it looks too tough (or it just doesn't pay enough) you can simply try to avoid that trainer. The colors differ for each area: Green for field trainers, grey for dungeon trainers, blue for gym trainers.

|   |          |          |
|---|----------|----------|
| 3 | Benjamin | P512     |
|   | Diglett  | Level 14 |
|   | Geodude  | Level 14 |
|   | Dugtrio  | Level 16 |

## Indicators on the Area Map

Red and white bubbles like **Great Ball** list the items that can be found in the Poké Balls on each map, so you know if they're worth the detour. Small letters like **A** tell you where each staircase leads, and large ones like **C** will direct you to text comments elsewhere on the page. Numbers like **③** mark the locations of trainers you can fight.

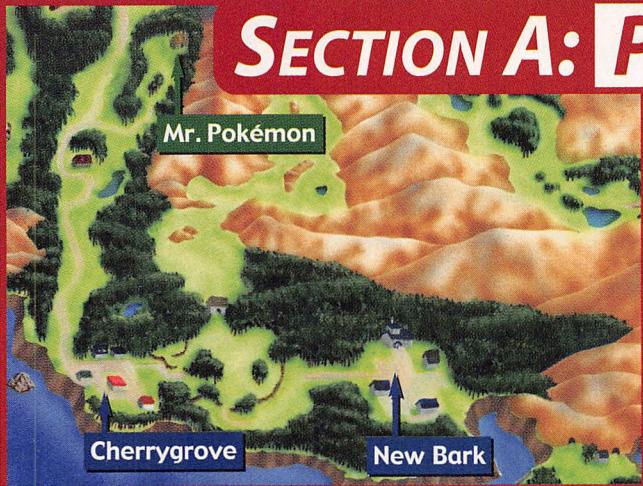
## Pokémon Profiles

The first time each Pokémon appears, we have a profile telling you a bit about them. You may notice not all Pokémon are revealed, but they'll be included in our upcoming Gold and Silver Perfect guide.

| Cave B2 (Both Versions) | Morning | Day | Night |
|-------------------------|---------|-----|-------|
| Natu                    | 88%     | 88% | 88%   |
| Smeargle                | 12%     | 12% | 12%   |
| Wooper                  | 50%     | 50% | 50%   |
| Quagsire                | 50%     | 50% | 50%   |

14

# SECTION A: PROFESSOR ELM'S ERRAND



Pick your starter, than head northwest through Cherrygrove City and Routes 29+30 in search of the "Mr. Pokémon" that Professor Elm has directed you to find. You'll see a handful of new Pokémons along the way, but until you complete this errand, you won't be able to catch any of them.

## NEW BARK TOWN A-1

### A Set up your PokéGear

When you head downstairs, Mom will present you with a PokéGear, a new item that will aid you in your quest. At this point it can't do anything more than tell time and call home, but as you progress, you can gain Cards that expand its abilities.

### B Visit Professor Elm

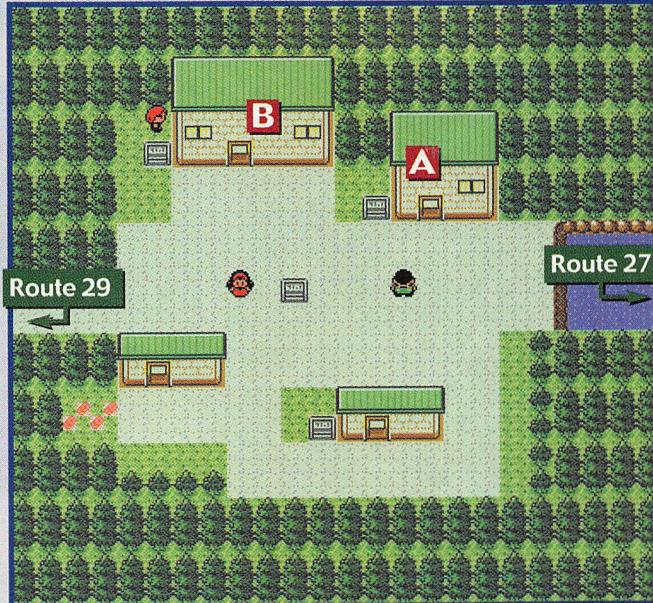
Professor Elm, busy with his studies, wants you to find an old colleague of his. It's a tough journey, but Prof. Elm will provide you with a Pokémon of your choice (see the profiles below) for protection. These

three starters can be found nowhere else in the game.

When your Pokémon gets wounded, you can heal it here in Prof. Elm's lab. And make sure to grab a Potion from his aide as you leave!

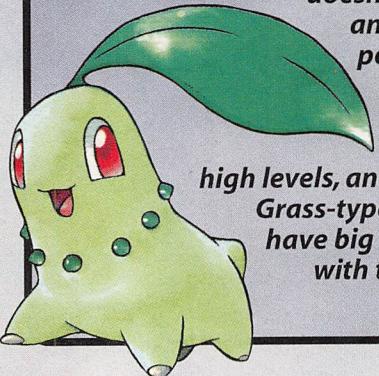


Who's spying on Professor Elm? You'll find out soon.



### Chikorita

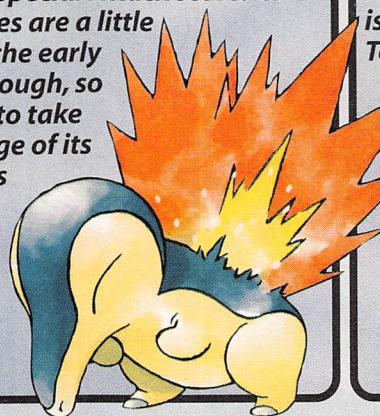
Chikorita learns the powerful Razor Leaf attack at level 8, making it a very strong Pokémon in the early game. But Chikorita doesn't learn any other powerful moves until very



high levels, and being Grass-type, it will have big trouble with the first gym.

### Cyndaquil

While Chikorita excels in Defense, Cyndaquil is the quickest and has the best Special Attack score. Its Fire moves are a little weak in the early game, though, so it's hard to take advantage of its strengths at the beginning of the game.



### Totodile

Totodile learns a variety of strong attacks, but only a few Water ones. That's just as well, since its Attack is higher than its Special Attack. Totodile is probably the strongest starter, but Water-type Pokémons are much more common than Grass or Fire Pokémons.





section  
**A-2**

# ROUTE 29

To get to Mr. Pokémon and complete your errand, first head west out of New Bark Town. Take the long way through Route 29 (through the grass near point B), pass through Cherrygrove City, and take a short walk north to Mr. Pokémon's home on Route 30. But with only one Pokémon to protect you, it won't be an easy journey.



## **A** The Adventure Begins

As Red/Blue/Yellow players will recall, you can only be attacked in overworld Routes when crossing through the tall green grass. Unfortunately, there's a lot of that grass between New Bark and Cherrygrove, so run from strong opponents when you're weak and use Berries and Potions to heal when necessary. If your Pokémon gets hurt too badly, return to New Bark and heal at Prof. Elm's lab.

There's a wide variety of Pokémon on Route 29, and you'll note that the Pokémon you encounter change at night. But without any Poké Balls to capture them in, your only choices are to fight or run.



| Route 29<br>(Gold/Silver) | Morning | Day | Night |
|---------------------------|---------|-----|-------|
| Sentret                   | 20%     | 45% | -     |
| Pidgey                    | 65%     | 45% | -     |
| Rattata                   | 15%     | 10% | 25%   |
| Hoothoot                  | -       | -   | 75%   |

### **Sentret**

*Sentret is a very useful Pokémon. Its stats are good and it has some nice attacks, but its true strength lies in its versatility. Sentret can learn HM 01 (Cut), HM 03 (Surf), and once it evolves into Furret at level 15, HM 04 (Strength). With these moves and strong attacks like Slam to back them up, Sentret is a swiss-army knife of a Pokémon that can handle a variety of obstacles and put up a good fight on the battlefield.*



### **Hoothoot**

*This Normal/Flying-type Owl only appears at night. Hoothoot and its evolved form, Noctowl, learn a few standard attacks, and get a couple of interesting Psychic abilities. At high levels, they can learn both parts of the Sing/Dream Eater combo.*



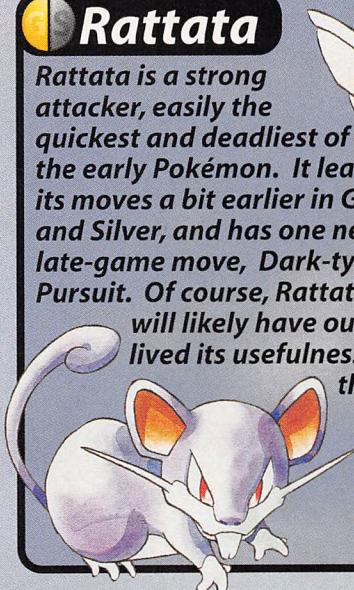
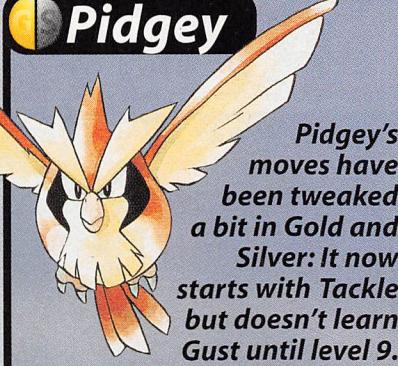
## **B** Calendar Event #1: Tuesday's Child

In this spot, you'll find the first of seven siblings who each appear at one spot in Johto, on one specific day of the week. Tuscany here **only appears on Tuesdays**, and only after you beat the Gym in Violet City. It can be a pain to remember to come back, but it's worth it: She gives you a **Pink Bow** that, when equipped, powers up all of one Pokémon's Normal attacks.



**Rattata**

Rattata is a strong attacker, easily the quickest and deadliest of the early Pokémons. It learns its moves a bit earlier in Gold and Silver, and has one new late-game move, Dark-type Pursuit. Of course, Rattata will likely have outlived its usefulness by then.

**Pidgey**

Pidgey's moves have been tweaked a bit in Gold and Silver: It now starts with Tackle but doesn't learn Gust until level 9.

It's still the easiest Flyer to capture, but definitely one of the weakest. Pidgey evolves into Pidgeotto at level 18, and Pidgeot at level 36.

**C Pick Your First Daily Berry**

The bulbous trees in Gold/Silver contain one of a variety of berries that can be used or equipped by your Pokémons (select a Pokémon in your party and choose Item). The Berry found in this tree will recover 10 HP to a wounded Pokémon.

They grow back every day, so if you come back tomorrow, a fresh berry will be waiting.



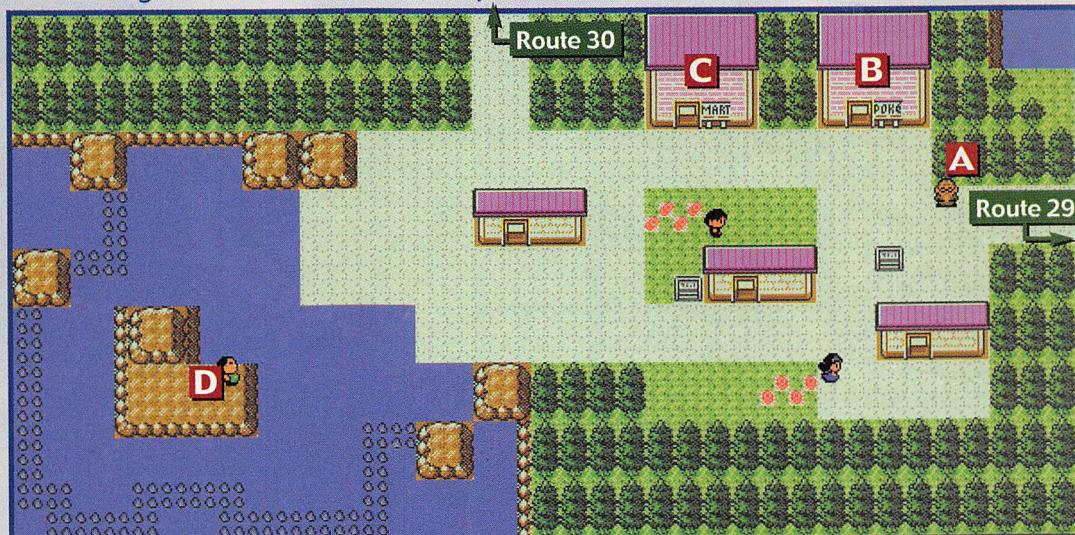
section

**CHERRYGROVE CITY A-3****B Pokémon Center**

You'll definitely want to stop at the Pokémon Center to get your Pokémons healed up for the journey ahead. But all of the Pokémon Center's other functions

**A Take the Cherrygrove City Tour**

The old man who greets you at the entrance to the city will offer to "teach you a few things". Politely agree, whether you're interested or not, as he'll give you the handy Map Card for your PokéGear when the guided tour is over. Now you can view the World Map at any time!



(like trading with your friends) are currently under adjustment.

**C Poké Mart**

The shop next door can sell you some useful supplies, but is currently sold out of Poké Balls. You'll have to

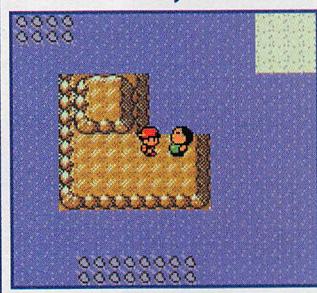
come back after you've completed your errand for Professor Elm.

| Poké Mart   |     |
|-------------|-----|
| POTION      | 300 |
| ANTIDOTE    | 100 |
| PARLYZ HEAL | 200 |
| AWAKENING   | 250 |
| POKé BALL   | 200 |

**D Swim for the Mystic Water**

Come back after you've learned Surf from HM 02 to talk to the lonely fellow on this rocky island. He'll give you the

Mystic Water, which powers up all the Water-type abilities of the Pokémons that holds it.



section  
**A-4**

# ROUTE 30

## **A B** Grab More Free Berries

The guy in this house can tell you about the Berry trees, and he'll give you a **Berry** for the road. You can get another **Berry** from the tree outside, and that one will grow back daily, of course.



Cut north through the grass and stay on the right path to get to Mr. Pokémon's house (you don't want to mess with the trainers to the left, as they can make short work of your single Pokémon). Before you go in, grab the **Psnureberry** at Point B; with poisonous Weedles lurking about, you may need it.



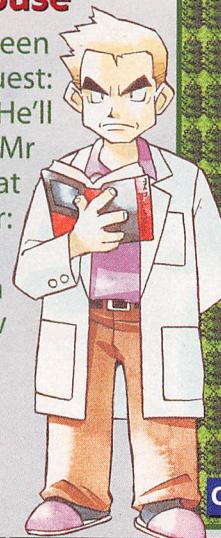
## **C** Mr. Pokémon's House

The old man you've been sent to visit has a houseguest: Good ol' Professor Oak! He'll give you a **Pokédex**, and Mr Pokémon will give you what Professor Elm sent you for: the **Mystery Egg**.

As soon as you leave, Professor Elm will give you a call on your PokéGear and summon you back to New Bark Town.

| Route 30<br>(Gold Version) |          | Morning | Day | Night |
|----------------------------|----------|---------|-----|-------|
|                            | Caterpie | 60%     | 40% | -     |
|                            | Metapod  | 15%     | 30% | -     |
|                            | Pidgey   | 25%     | 30% | -     |
|                            | Hoothoot | -       | -   | 40%   |
|                            | Rattata  | -       | -   | 40%   |
|                            | Spinarak | -       | -   | 20%   |

| Route 30<br>(Silver Version) |          | Morning | Day | Night |
|------------------------------|----------|---------|-----|-------|
|                              | Ledyba   | 25%     | -   | -     |
|                              | Weedle   | 50%     | 20% | -     |
|                              | Kakuna   | 10%     | 20% | -     |
|                              | Pidgey   | 15%     | 60% | -     |
|                              | Hoothoot | -       | -   | 75%   |
|                              | Rattata  | -       | -   | 25%   |



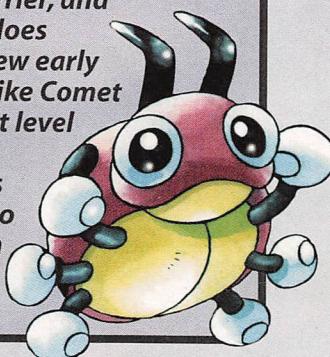
## **D** Spinarak

Both Gold and Silver have exclusive new bugs. Gold's Spinarak is a nocturnal creature with a good variety of Poison, Normal, Bug, Ghost and Psychic attacks. One move exclusive to this Pokémon and its evolved form (Ariados at level 22) is Spider Web, a useful technique that prevents Pokémon from running away.



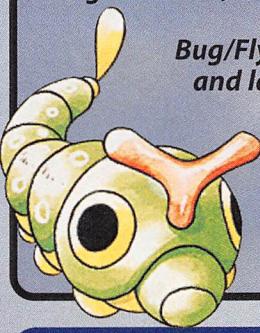
## **E** Ledyba

You'll have to wake up early to catch a Ledyba. This Silver-only Pokémon (and its evolved form, Ledian) is a bit weaker than Spinarak. Its moves are primarily defensive, like Reflect and Light Barrier, and while it does learn a few early attacks like Comet Punch (at level 15), its Attack is too low to put them to good use.



**Caterpie**

At this point in the game, Caterpie can only be found in the Gold version (Silver players can get one during the bug-catching contest). Even though Caterpie reaches its highest form, Butterfree, at level 10, its Bug/Flying combo and lack of good attacks make it a fairly ineffective Pokémon.


**Weedle**

Weedle is available in the wild in the Silver version and can be caught in the bug-catching contest in both versions.



By level 10, it will have evolved into Beedrill, a great early game attacker with a lot of fierce Normal and Bug attacks. It also learns the new Dark move Pursuit in Gold and Silver.

**D Come Back for the EXP Share**

When you get the Red Scale at the Lake of Rage (see page 57), come back to Mr. Pokémon's house to trade it in for an EXP Share. This item gives the Pokémon that holds it a share of the EXP earned in each fight, even if it doesn't participate in the battle!



# BACK TO NEW BARK A-5

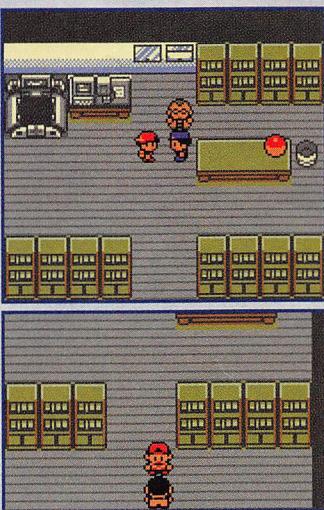
section

**A Beware: An Ambush Awaits!**

If your Pokémon is wounded, get it healed in Cherrygrove. When you head towards New Bark, you'll be ambushed by a mysterious trainer who got his hands on one of Prof. Elm's Pokémon: Totodile if you chose Cyndaquil, Chikorita if you chose Totodile, or Cyndaquil if you chose Chikorita. Since your rival's Pokémon will always have the Type advantage, you'll need a good plan or a high level Pokémon to win (equipped healing items help too).

**B Bring the Egg to Prof. Elm**

While the police investigate the theft of the Pokémon, give Professor Elm the Egg. As you leave, his assistant will give you your first Poké Balls. You can now buy them in Cherrygrove and most other cities as well.

**C The Bank of Mom is Now Open!**

You may want to stop by your home and leave some of your extra cash with Mom. This keeps you from losing it when all of your Pokémon faint (the money in your possession is halved, but the money Mom's holding is not). You can even set it up so she'll automatically take a cut every time you earn money from other trainers. You can also bank by phone—just give her a call!

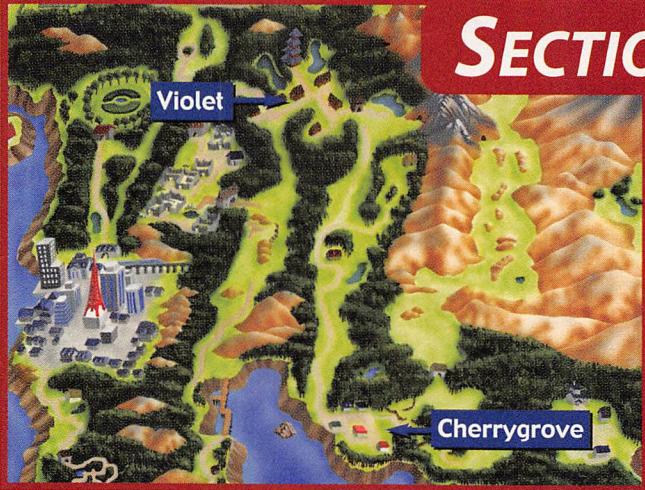
Sometimes Mom spends your money on items and decorations for your room. You can collect them by accessing your computer account.

**D Go Out and Catch Some Pokémon!**

If you're new to the Pokémon series, this guy on Route 29 will show you how to use Poké Balls. If you're an old pro, just start using the balls you got from Elm's aide, and then head to Cherrygrove City for more. At the very least, you'll want to catch a Sentret and a Rattata.



# SECTION B: THE ZEPHYR BADGE

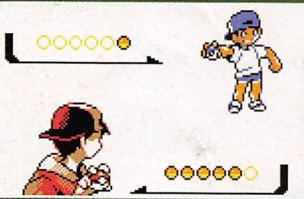


The first step of your quest to become a Master Trainer is conquering the Gym in Violet City and earning the Zephyr Badge. Assemble a party of captured Pokémons and head back to Route 30. Take the left fork and run the gauntlet of trainers to get to Violet City.

## section B-1 ROUTE 30+31

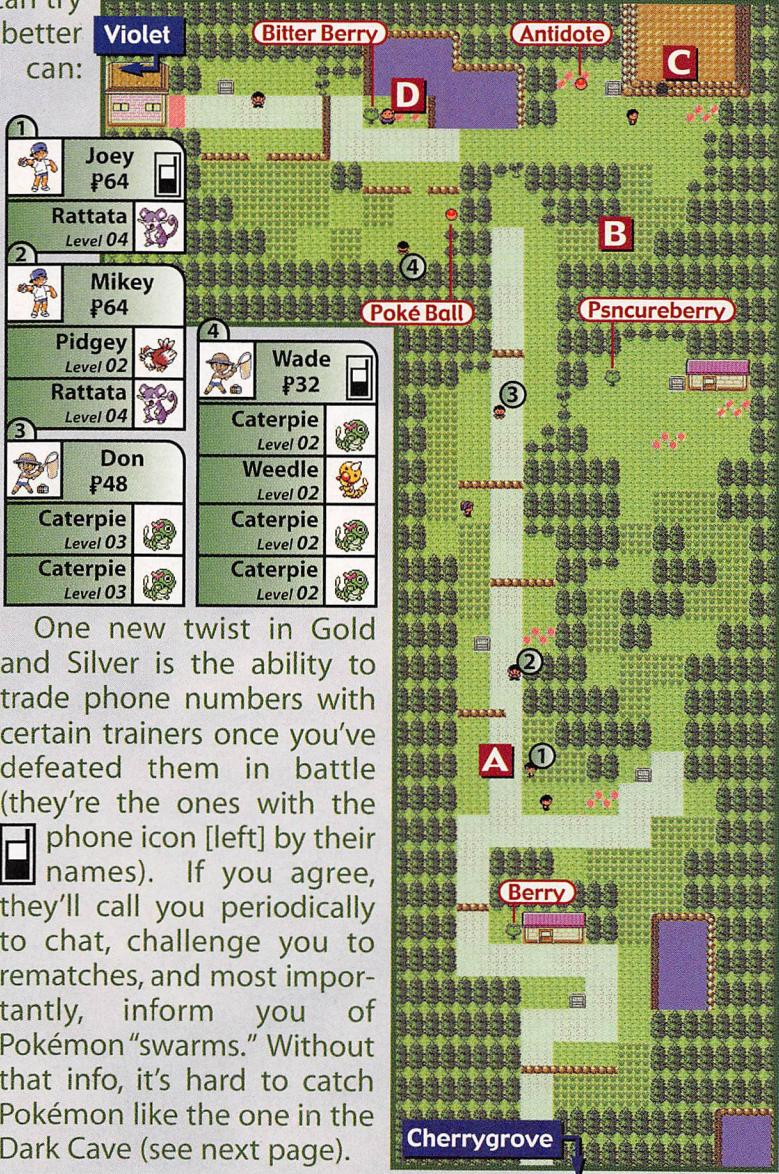
### A Trainer Battles Begin

As you traverse Route 30, trainers will attack you whenever you make eye contact. As you can see from their rosters (listed below), their Pokémons are weak, but they can wear you down. You can try to avoid them, but it's better to fight when you can: They're the best source of money and EXP in the game.



|            | Route 31<br>(Gold Version) | Morning | Day | Night |
|------------|----------------------------|---------|-----|-------|
| Caterpie   | 50%                        | 30%     | -   |       |
| Metapod    | 10%                        | 20%     | -   |       |
| Pidgey     | 20%                        | 25%     | -   |       |
| Bellsprout | 20%                        | 25%     | 15% |       |
| Hoothoot   | -                          | -       | 15% |       |
| Rattata    | -                          | -       | 40% |       |
| Spinarak   | -                          | -       | 30% |       |

|            | Route 31<br>(Silver Version) | Morning | Day | Night |
|------------|------------------------------|---------|-----|-------|
| Ledyba     | 20%                          | -       | -   |       |
| Weedle     | 30%                          | 30%     | -   |       |
| Kakuna     | 10%                          | 20%     | -   |       |
| Pidgey     | 20%                          | 25%     | -   |       |
| Bellsprout | 20%                          | 25%     | 25% |       |
| Hoothoot   | -                            | -       | 25% |       |
| Rattata    | -                            | -       | 50% |       |



One new twist in Gold and Silver is the ability to trade phone numbers with certain trainers once you've defeated them in battle (they're the ones with the by their names). If you agree, they'll call you periodically to chat, challenge you to rematches, and most importantly, inform you of Pokémon "swarms." Without that info, it's hard to catch Pokémons like the one in the Dark Cave (see next page).

**B Catch a Bellsprout (or Two)**

The dividing line between Route 30 and Route 31 is right about where the trainer marked #3 is standing. To the north of him you'll find pretty much the same Pokémons you found below, but with the addition of Bellsprout. And you'll definitely want to go out of your way to catch at least one of those. Not 'cause they're that great, but because they can be



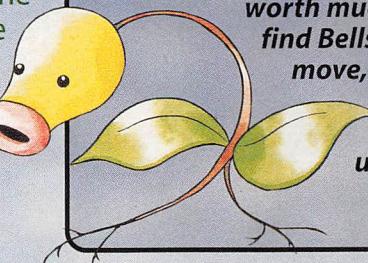
used to trade for a very useful Onix in Violet City.



*Don't forget to come back at the appropriate time to catch your version's new Bug Pokémons: Morning for Silver's Ledyba, Night for Gold's Spinarak.*

**Bellsprout**

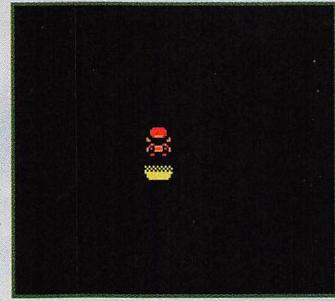
*Bellsprout and its evolutions have hardly changed since the Red/Blue/Yellow days: They're still the least useful Grass Pokémons series, and their one new move (Sweet Scent) isn't worth much. But you may find Bellsprout's starting move, Grass-type Vine Whip, to be useful in the upcoming Sprout Tower.*

**C Snatch a Geodude From the Dark Cave**

The Dark Cave connects Route 31 with Routes 45 and 46, in Johto's East. But unless you know Flash, Rock Smash, and Surf, you can't use it to go anywhere (so we'll cover the cave in more detail on page 71).

You can, however, hang around for a bit until you spot a Geodude. You'll have many opportunities to catch this Pokémon, but we like to do it early since Ground/Rock-type Pokémons are particularly useful against the Flying-type Pokémons in the Violet City Gym.

You can also snag a Zubat and, if you're extremely lucky, a rare new Pokémon. This is the only place you can find them, but the odds of catching one are extremely low unless they're "swarming." To find out when



*Without Flash (HM 05), this cave is pitch black. So use this partial map to tell where you're going.*



this happens, you'll need to give your phone number to a trainer on Route 33.

**D Run an Errand and get TM 50**

A man in Goldenrod City will send you to deliver a message to this guy, so remember where he's at! It's the only way to get TM 50 (Nightmare).



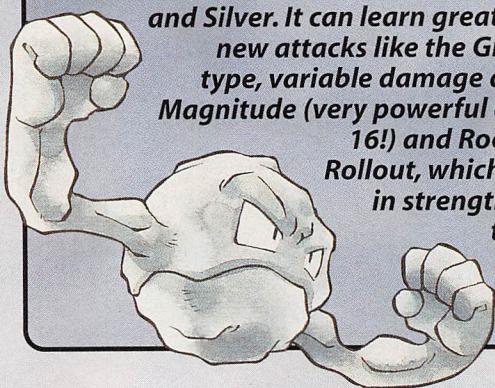
| Dark Cave<br>(Gold/Silver) | Morning | Day | Night |
|----------------------------|---------|-----|-------|
| Geodude                    | 50%     | 50% | 50%   |
| Zubat                      | 49%     | 49% | 49%   |
| ?                          | 1%*     | 1%* | 1%*   |

\*Numbers increase during swarms

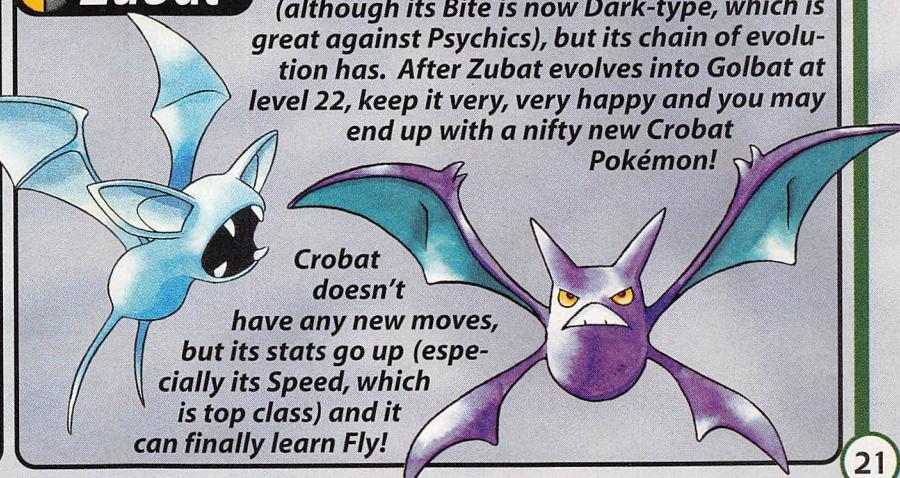
**Geodude**

*Now that there are new Rock and*

*Ground techniques, forget your old Geodude, Graveler, or Golem and start from scratch with one from Gold and Silver. It can learn great new attacks like the Ground-type, variable damage dealing Magnitude (very powerful at level 16!) and Rock-type Rollout, which builds in strength every turn (at level 31).*

**Zubat**

*Zubat itself hasn't changed too much (although its Bite is now Dark-type, which is great against Psychics), but its chain of evolution has. After Zubat evolves into Golbat at level 22, keep it very, very happy and you may end up with a nifty new Crobat Pokémon!*



*Crobat doesn't have any new moves, but its stats go up (especially its Speed, which is top class) and it can finally learn Fly!*

section  
**B-2**

# VIOLET CITY



## A Trade your Bellsprout for an Onix

You can catch an Onix later, but you'll never get as much use out of one as you will now versus Falkner and his Junior

Trainers. As a traded Pokémon, your Onix will go up levels more quickly than a wild one, but you're stuck with the goofy name. Like all trades with computer characters, its starting level will be the same as that of the Pokémon you trade for it.



| Poké Mart   |     |
|-------------|-----|
| POKÉ BALL   | 200 |
| POTION      | 300 |
| ESCAPE ROPE | 550 |
| ANTIDOTE    | 100 |
| PARLYZ HEAL | 200 |
| AWAKENING   | 250 |
| X DEFEND    | 550 |
| X ATTACK    | 500 |
| X SPEED     | 350 |
| FLOWER MAIL | 50  |

## C Poké Mart

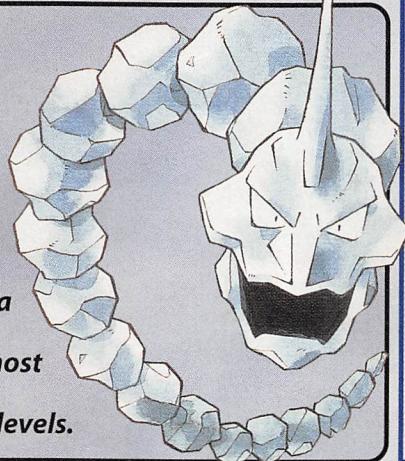
There are a lot of new items for sale, but nothing you really need (X Items are rarely worth it). The last item is stationery for writing short messages.

## D Sprout Tower

If your Pokémons are too weak for the Gym, build up some EXP at the Sprout Tower first (next page).

## Onix

Onix learns most of its good moves at lower levels than it did in Red/Blue/Yellow, as well as the new Sand Storm attack. But the real excitement is that now it can evolve into a new Pokémon, Steelix. This evolution raises most of Onix's stats (except Speed) to competitive levels.



## B Back to Pokémon School

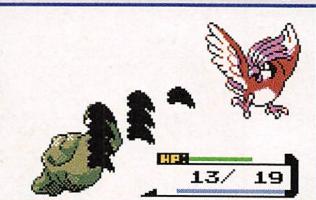
Answer "No" to the question the man standing at point B asks you, and he'll drag you down to the schoolhouse to study up on Pokémon types and conditions.



## E Fight for the Zephyr Badge

Since there hasn't been a chance to get any Electric Pokémons yet, your best bet here is Rock, by far. It has protection from both Flying and Normal attacks, and if you have Rock Throw (Geodude gets it at level 11), it'll wipe out any of Falkner's Flyers.

But you still need to look out for Pidgeotto's Mud



Slap; it does damage and lowers Accuracy, and the penalties add up quickly. Swap in a strong Pokémon that can finish this Flyer quickly, but watch out for its Gust.

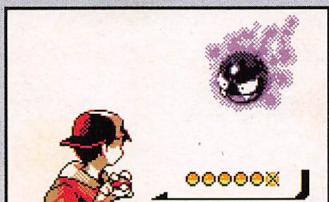
|   |           |          |
|---|-----------|----------|
| 1 | Abe       | ¥216     |
| 2 | Spearow   | Level 09 |
| 3 | Rod       | ¥168     |
| 1 | Pidgey    | Level 07 |
| 2 | Pidgey    | Level 07 |
| 3 | Pidgeotto | Level 09 |

# SPROUT Tower

section

B-3

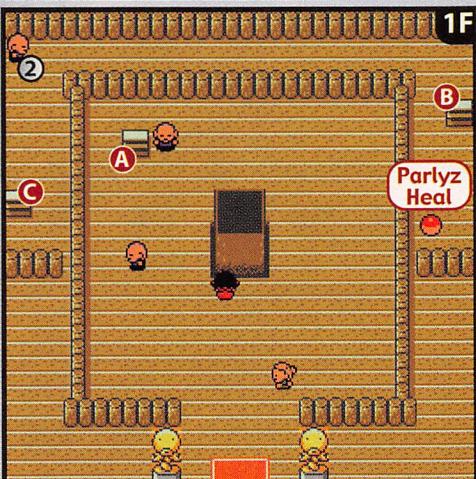
|            |          |     |
|------------|----------|-----|
|            | Nico     | ¥96 |
| Bellsprout | Level 03 |     |
| Bellsprout | Level 03 |     |
| Bellsprout | Level 03 |     |



## Catch Yourself a Gasty

A lot of the new Ghost abilities are pretty useless, but Gasty is still a great Pokémon. Its Ghost-type nature makes it immune to Normal and Fighting-type attacks, but its real strength lies in its utility on the field. While its resistances keep it healthy, it can put wild Pokémon to sleep with Hypnosis, keep them from escaping with Mean Look, and whittle down their health with Nightshade (which doesn't get critical hits, and won't accidentally K.O. your quarry).

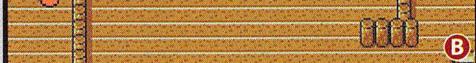
|            |          |     |
|------------|----------|-----|
|            | Chow     | ¥96 |
| Bellsprout | Level 03 |     |
| Bellsprout | Level 03 |     |
| Bellsprout | Level 03 |     |



|            |          |     |
|------------|----------|-----|
|            | Edmond   | ¥96 |
| Bellsprout | Level 03 |     |
| Bellsprout | Level 03 |     |
| Bellsprout | Level 03 |     |



|            |          |      |
|------------|----------|------|
|            | Jin      | ¥192 |
| Bellsprout | Level 06 |      |



|            |          |      |
|------------|----------|------|
|            | Neal     | ¥192 |
| Bellsprout | Level 06 |      |



|            |          |      |
|------------|----------|------|
|            | Troy     | ¥224 |
| Bellsprout | Level 07 |      |
| Hoothoot   | Level 07 |      |



|            |          |      |
|------------|----------|------|
|            | Li       | ¥320 |
| Bellsprout | Level 07 |      |
| Bellsprout | Level 07 |      |
| Hoothoot   | Level 10 |      |



Sprout Tower  
(Gold/Silver)

Morning

Day

Night

100%

100%

70%

Rattata

-

30%

Gasty

## F An Urgent Call From Professor Elm!

On your way out of the Violet City Gym, you'll get a phone call from Professor Elm. He'll direct you to speak with his aide at the Pokémon Center, and give you the **Mystery Egg**. Keep this egg in your party as you continue your quest, and after an hour or so of traveling, it will hatch. We'll cover that miraculous event on page 33.



## Gasty

Gasty has changed significantly since the Red/Blue/Yellow days. It now starts with Hypnosis, and can learn four all new moves. One of the first is Mean Look, which prevents opponents from running away. Between that, Hypnosis, and its Ghost-type resistance to Normal attacks, Gasty is the perfect Pokémon for catching other wild Pokémons.



# SECTION C: AZALEA'S HIVE BADGE



*Now your quest has truly begun! There are seven more badges in Johto alone, and the next will take us to secluded Azalea Town, in Johto's southern tip. The journey will be long, but does offer a variety of cool new Pokémons and interesting detours. Head south from Violet to get started.*

## section C-1

# ROUTE 32

We need to cross the cave at the end of Route 32 to get to Azalea City. But what's the rush? Stop and catch some Pokémons (Mareep is a must-have), do some fishing, and pay a visit to the Ruins of Alph to the northeast (see page 26). We'll resume our quest at the Union Cave on page 27.

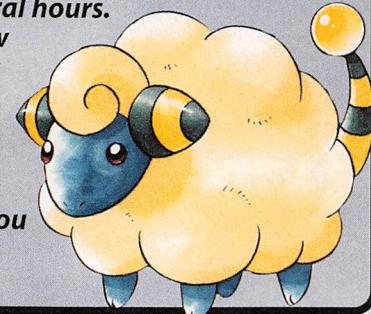
### A B The Miracle Seed and TM 05



The guy at point A will give you a **Miracle Seed** just for beating Falkner! When equipped, this nifty item powers up your Pokémons' Grass techniques. You'll need to come back when you know Cut to get to the guy at Point B, but you may not want to bother. His prize (**TM 05**, Roar) is hardly worth it.

### Mareep

You definitely want a Mareep, since it's the only Electric Pokémon you'll be able to get for the next several hours. As Electric Pokémon go, it's slow and doesn't learn many Electric attacks, but it evolves quickly and has a great Special Attack. One tip: Never delay evolved form Flaaffy's evolution into Ampharos (its third stage), or you won't be able to learn Thunder Punch.



| Route 32<br>(Gold Version) | Morning | Day | Night |
|----------------------------|---------|-----|-------|
| Hoppip                     | 10%     | 10% | -     |
| Rattata                    | 20%     | 25% | 25%   |
| Bellsprout                 | 20%     | 25% | 25%   |
| Mareep                     | 45%     | 40% | 20%   |
| Wooper                     | 5%      | -   | 30%   |

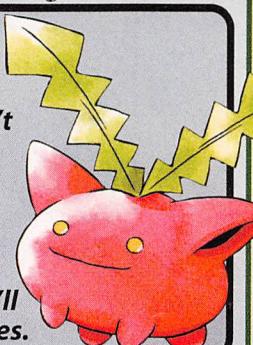
| Route 32<br>(Silver Version) | Morning | Day | Night |
|------------------------------|---------|-----|-------|
| Hoppip                       | 5%      | 20% | -     |
| Rattata                      | 15%     | 15% | 10%   |
| Bellsprout                   | 25%     | 10% | 20%   |
| Mareep                       | 25%     | 25% | 25%   |
| Ekans                        | 20%     | 30% | 10%   |
| Wooper                       | 10%     | -   | 35%   |

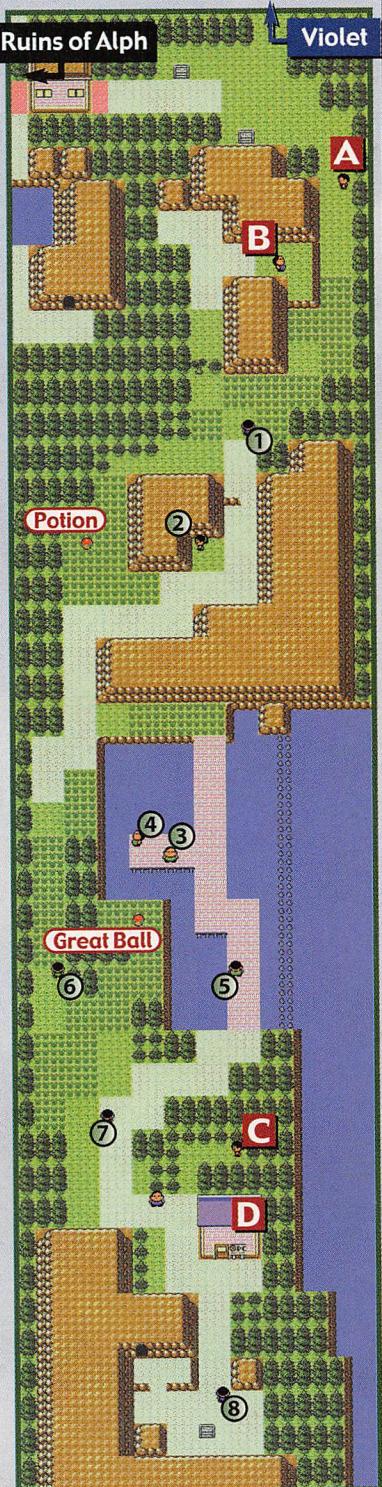
### C Calendar Event #2: Ms. Friday

Like her sister Tuscany on Route 29, Frieda only appears once a week, on Fridays. When a Pokémon holds the gift she gives you, its Poison-type moves will be powered up.

### Hoppip

This new family of Grass/Flying Pokémons (Hoppip, Skiploom, and Jumpluff) is pretty bizarre. They're Flying-type but can't learn Flying techniques (even Fly!). They start with Synthesis, a powerful healing technique, and Splash, that useless Magikarp attack (!?). They don't learn many direct attacks, except for Tackle at level 10 and Mega Drain at level 30, so you'll need to use TM's if you want offensive moves.

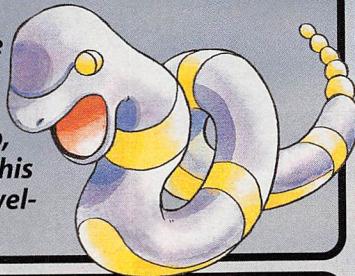




|   |  |
|---|--|
| 1 | Albert<br>Level 06<br>Rattata<br>Level 08  |
| 2 | Liz<br>Level 09<br>Nidoran♀<br>Level 09  |
| 3 | Justin<br>Level 05<br>Magikarp<br>Level 05<br>Magikarp<br>Level 05<br>Magikarp<br>Level 05<br>Magikarp<br>Level 15 |
| 4 | Harry<br>Level 08<br>Poliwag<br>Level 08   |
| 5 | Ralph<br>Level 10<br>Goldeen<br>Level 10   |
| 6 | Roland<br>Level 09<br>Nidoran♂<br>Level 09   |
| 7 | Gordon<br>Level 10<br>Wooper<br>Level 10   |
| 8 | Peter<br>Level 06<br>Pidgey<br>Level 06<br>Pidgey<br>Level 06<br>Spearow<br>Level 08                               |

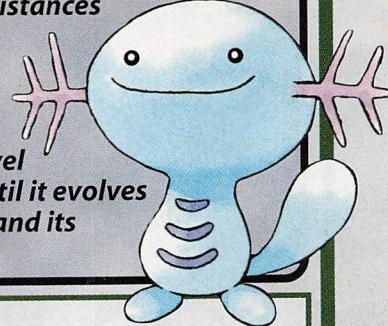
## Ekans

Only Silver players can catch an Ekans, but Gold players can buy one at the Goldenrod Game Corner. But Ekans is hardly worth using. Its token new move is Haze (which restores altered stats and conditions) at level 43... Whoopie! Yep, Team Rocket can have this Pokémon, and they're welcome to it.



## Wooper

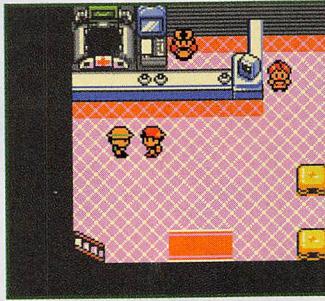
Wooper is an odd mix of Ground and Water types, so it has a bunch of good Resistances (and immunity to Electric) but is very vulnerable to Grass. It has some good moves like Water Gun (at start) and Earthquake (level 31), but terrible stats... Until it evolves into Quagsire at level 20, and its stats nearly double!



## D Pick Up the Old Rod and Start Fishing!

A fisherman in the Pokémon Center will give you an **Old Rod**. Unlike the Old Rod in Red/Blue/Yellow, this Rod can catch something other than Magikarp (although you will end up catching a lot of those). If you fish here now, you can net an early Tentacool and, of course, a Magikarp.

You can also trade numbers with Ralph (shown below and to the left), and he'll give you a call when a new, rare Water Pokémon is "swarming." Outside of swarms, these rare fish can only be caught (and only rarely) with a Super Rod. But if you come right when he calls, you'll be able to get one with just the Old Rod!

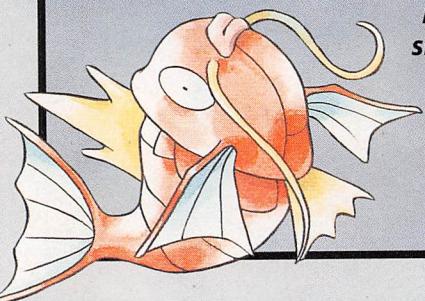


| Route 32 Fishing Chart | Old Rod | Good Rod | Super Rod |
|------------------------|---------|----------|-----------|
| Magikarp               | 70%     | 30%      | 25%       |
| Tentacool              | 30%     | 70%      | 60%       |
| ?                      | 0%*     | 0%*      | 15%*      |

\*Numbers increase during swarms

## Magikarp

Ooh! Magikarp can now learn a third move, Flail, at level 30! Of course, you'd be insane to stick with Magikarp for that long, since it can evolve into a super-strong Gyarados at level 20. Gyarados can now learn Rain Dance, but is basically unchanged.



## Tentacool

Tentacool is basically unchanged since the days of Red/Blue/Yellow. It now starts with Poison Sting instead of Acid, but doesn't have any new moves or anything. Tentacool and evolved form Tentacruel are still underappreciated Pokémon that are strong in Speed and Special Attack.



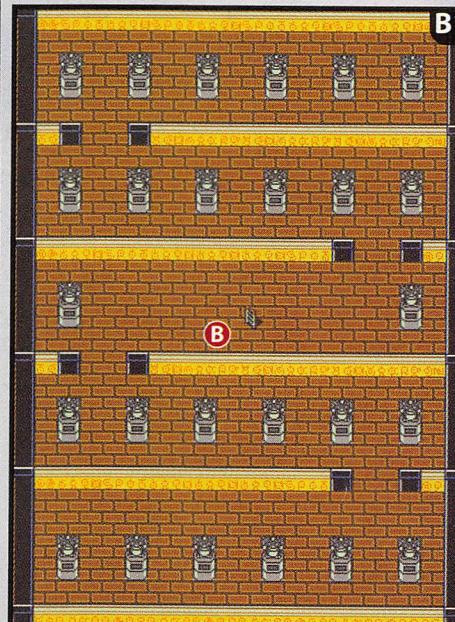
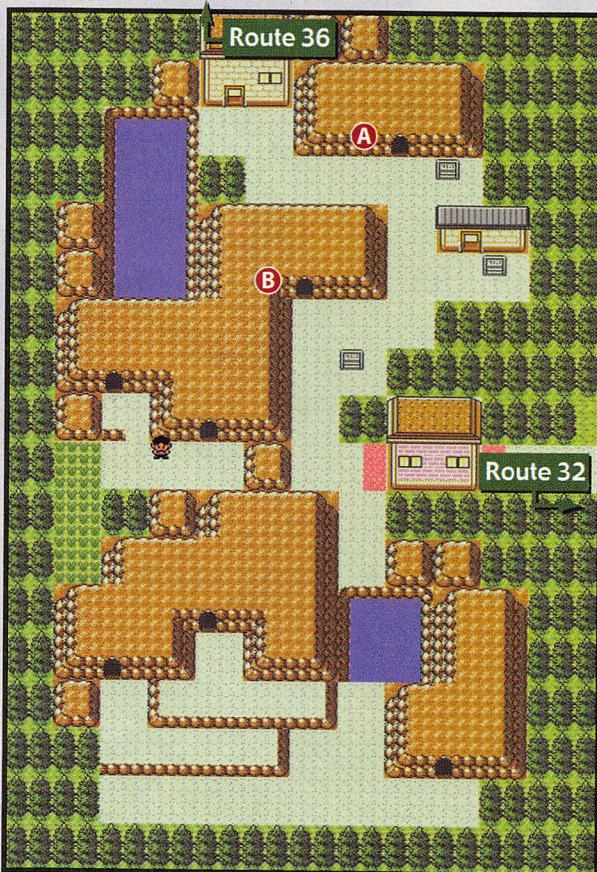
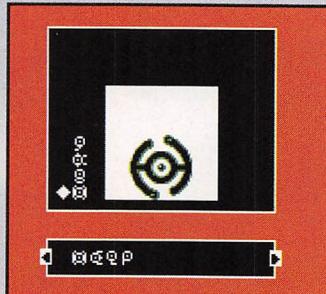
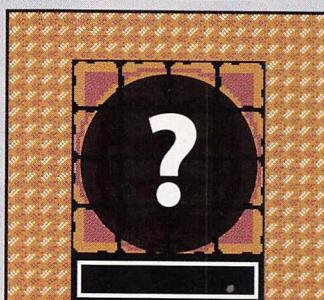


section  
**C-2**

# RUINS OF ALPH

## Mysteries of the Ruins of Alph, Part I

There are four rooms in the Ruins of Alph, but for now, you'll only be able to get to one (we'll cover the rest on page 53). Inside you'll find the first of four puzzles where you have to make a picture out of sliding tiles (see page 104 for solutions). When you succeed, you'll be dumped down to B1 where you'll fight odd "Unown" Pokémons. Catch three or more, and when you get back out, one of the scientists will take you back to the lab and give you a special **Unown Pokédex** so you can keep track of all the variations. Access that in the option screen of the regular Pokédex.

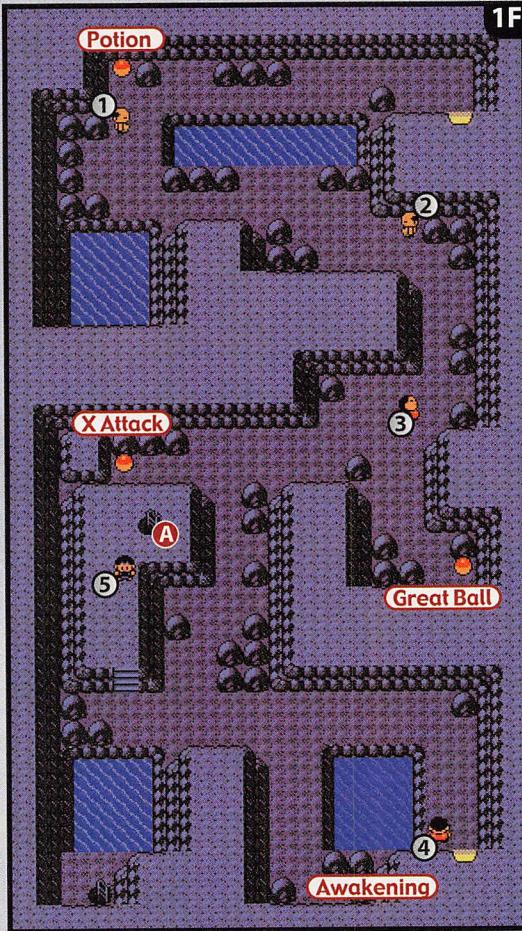


## Collect Them All and Win!

There are different versions of the Unown Pokémons. If you catch one of each and talk to the scientists, they'll let you print out the Unown on your Game Boy printer. But you won't be able to catch more than A-to-K now; You'll need to solve the other puzzles to get the rest.

# UNION CAVE

section  
**C-3**



1F

## Take a Short Detour for TM 39

This cave is pretty simple: Just head south, fighting the trainers when you must and picking up items where you can. But if you have the fortitude to handle a short detour, take the stairs at point A. You

won't get far in level B1, but you can easily get to TM 39. It contains Swift, a strong Normal attack that always hits and can be learned by most Pokémons.

|   |          |          |
|---|----------|----------|
| 1 | Daniel   | ¥352     |
| 2 | Onix     | Level 11 |
| 3 | Russell  | ¥250     |
| 4 | Geodude  | Level 04 |
| 5 | Geodude  | Level 06 |
|   | Geodude  | Level 08 |
| 3 | Bill     | ¥288     |
| 4 | Ray      | ¥432     |
| 5 | Vulpix   | Level 09 |
| 1 | Koffing  | Level 06 |
| 2 | Koffing  | Level 06 |
| 3 | Larry    | ¥600     |
| 4 | Slowpoke | Level 10 |



B1



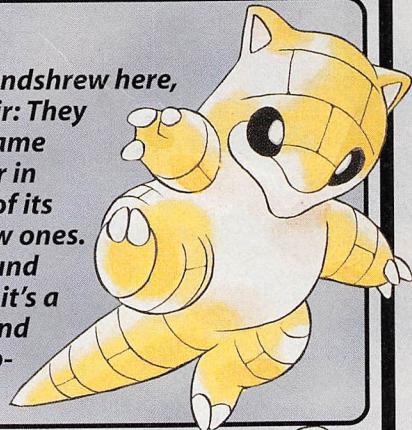
| Cave 1F/B1<br>(Gold Version) | Morning | Day | Night |
|------------------------------|---------|-----|-------|
| Geodude                      | 20%     | 20% | 20%   |
| Onix                         | 10%     | 10% | 10%   |
| Rattata                      | 25%     | 25% | 25%   |
| Zubat                        | 25%     | 25% | 25%   |
| Sandshrew                    | 20%     | 20% | 20%   |

| Cave 1F/B1<br>(Silver Version) | Morning | Day | Night |
|--------------------------------|---------|-----|-------|
| Geodude                        | 35%     | 35% | 35%   |
| Onix                           | 10%     | 10% | 10%   |
| Rattata                        | 30%     | 30% | 30%   |
| Zubat                          | 25%     | 25% | 25%   |

| Cave 1F/B1<br>Fishing Chart | Old Rod | Good Rod | Super Rod |
|-----------------------------|---------|----------|-----------|
| Magikarp                    | 80%     | 20%      | 20%       |
| Goldeen                     | 20%     | 80%      | 75%       |
| Seaking                     | -       | -        | 5%        |

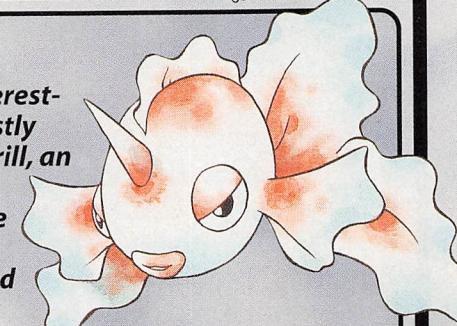
## Sandshrew

Only Gold players can catch a Sandshrew here, but Silver players needn't despair: They can buy one at the Goldenrod Game Corner. Sandshrew is a bit better in Gold/Silver, since it learns most of its attacks earlier and has a few new ones. But it still doesn't learn any Ground attacks, which is annoying since it's a purely Ground-type Pokémon, and suffers many Weaknesses to popular types because of it.



## Goldeen

Goldeen's a little bit more interesting in this version. That's mostly because it now learns Horn Drill, an attack that K.O.'s any Pokémon instantly 30% of the time, at level 15 (it used to be level 45). This move, combined with a couple of X Accuracy items, could wipe out a legion of opponents if you get lucky. Teach it Surf and Waterfall early (with HM's), and Goldeen's not half bad.





section  
**C-4**

# ROUTE 33

**A Trade Numbers With the Dark Cave Swarm Watcher**

There's only one thing to do in this tiny area: Beat Anthony and get his phone number. He'll call you when a rare Pokémon in the Dark Cave is swarming. If you need to heal first, the town's right ahead.

If you have time to kill, this area's thin strip of grass is the first opportunity to catch a Spearow. But you'll have plenty of other chances.



Azalea City

**Spearow**

Spearow hasn't changed much since Red/Blue/Yellow. It's still a fairly useful Pokémon in the early game, but is lacking in high power techniques later on.

It's still one of the fastest Pokémon and has a high attack, but isn't it time Spearow got a third evolution?



Route 33 (Silver Version)

|         | Morning | Day | Night |
|---------|---------|-----|-------|
| Spearow | 25%     | 40% | -     |
| Hoppip  | 40%     | 20% | -     |
| Zubat   | 15%     | -   | 50%   |
| Rattata | 5%      | 20% | 28%   |
| Ekans   | 15%     | 20% | 22%   |

Route 33 (Gold Version)

|         | Morning | Day | Night |
|---------|---------|-----|-------|
| Spearow | 25%     | 12% | -     |
| Hoppip  | 40%     | 40% | -     |
| Zubat   | 15%     | -   | 40%   |
| Rattata | 20%     | 48% | 60%   |



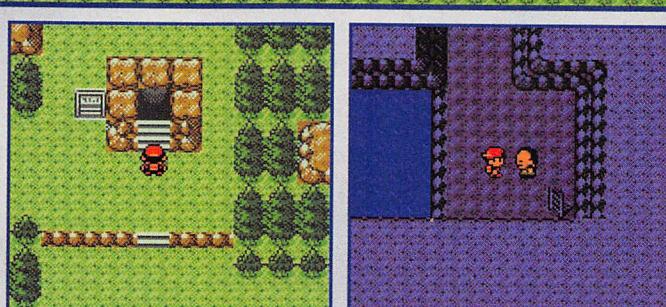
section  
**C-5**

# AZALEA TOWN

**A Rockets Attack**



Three years later, and Team Rocket is still up to their old tricks. They've taken over much of Azalea, and Kurt the blacksmith (visit him first at point A) is gonna do something about it. He could probably use some backup, so follow him into Slowpoke Well at point B.



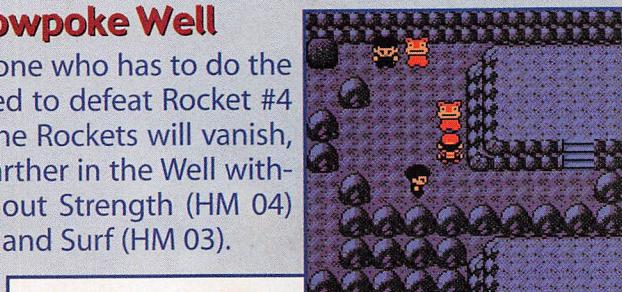
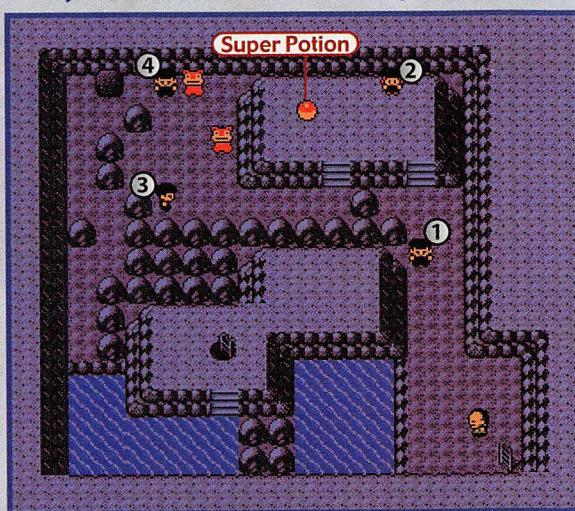
**Poké Mart**

|              |      |
|--------------|------|
| CHARCOAL     | 9800 |
| POKÉ BALL    | 200  |
| POTION       | 300  |
| SUPER POTION | 700  |
| ESCAPE ROPE  | 550  |
| REPEL        | 350  |
| ANTIDOTE     | 100  |
| PARLYZ HEAL  | 200  |
| FLOWER MAIL  | 50   |

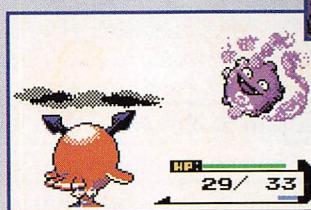
|   |                     |
|---|---------------------|
| 1 | Rocket<br>£360      |
| 2 | Rattata<br>Level 09 |
| 3 | Rattata<br>Level 09 |
| 4 | Rocket<br>£440      |
|   | Zubat<br>Level 09   |
|   | Ekans<br>Level 11   |
| 1 | Rocket<br>£360      |
| 2 | Rattata<br>Level 07 |
| 3 | Zubat<br>Level 09   |
| 4 | Zubat<br>Level 09   |
| 5 | Rocket<br>£352      |
|   | Koffing<br>Level 14 |

**B Big Trouble at the Bottom of Slowpoke Well**

Kurt cleared the way, but now you're the one who has to do the dirty work. To save the Slowpoke, you'll need to defeat Rocket #4 and his single level 14 Koffing. If you win, the Rockets will vanish, but you still won't be able to proceed any farther in the Well without Strength (HM 04) and Surf (HM 03).



Above: This Slowpoke is carrying a message you can intercept... Left: The Koffing is a dire threat. Make sure you have enough Pokémons to survive a possible Selfdestruct.



| Slowpoke Well<br>(Gold/Silver) | Morning | Day | Night |
|--------------------------------|---------|-----|-------|
| Zubat                          | 80%     | 80% | 80%   |
| Slowpoke                       | 20%     | 20% | 20%   |

| Slowpoke Well<br>Fishing Chart | Old Rod | Good Rod | Super Rod |
|--------------------------------|---------|----------|-----------|
| Magikarp                       | 90%     | 30%      | 30%       |
| Goldeen                        | 10%     | 70%      | 65%       |
| Seaking                        | -       | -        | 5%        |

**C Heal and Save Before Your Rival Strikes!**

Once you've cleared out the Rockets, you can enter the Gym whenever you want. But when you try to leave Azalea to the west (before or after the Gym), your Rival will appear to challenge you. Make sure you heal and save first! Since his starter is usually his strongest



Pokémon, it pays to train a strong Pokémon of the type it's most vulnerable to.

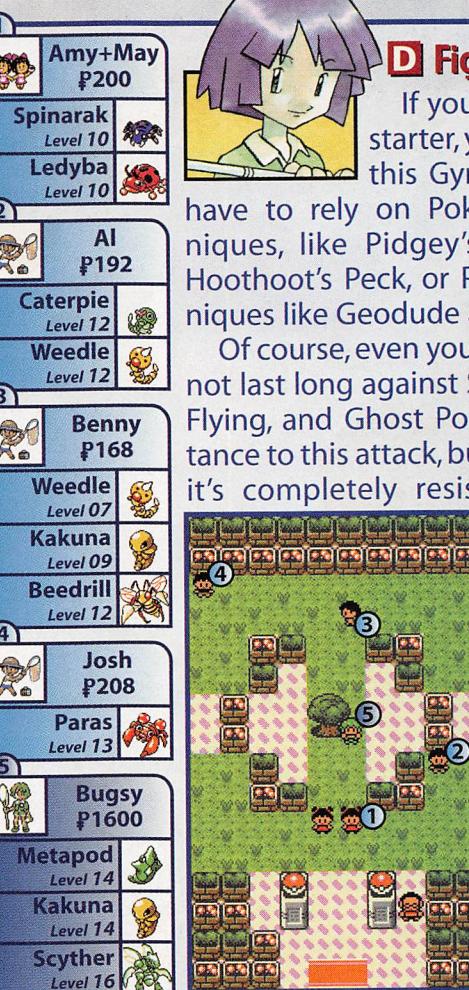
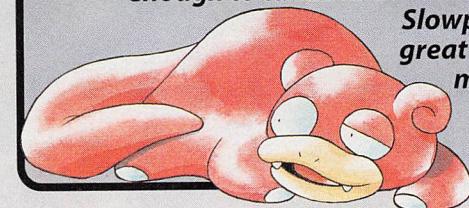


|                       |
|-----------------------|
| Rival<br>£960         |
| Gastly<br>Level 12    |
| Zubat<br>Level 14     |
| (Starter)<br>Level 16 |

|                      |
|----------------------|
| Amy+May<br>£200      |
| Spinarak<br>Level 10 |
| Ledyba<br>Level 10   |
| AI<br>£192           |
| Caterpie<br>Level 12 |
| Weedle<br>Level 12   |
| Benny<br>£168        |
| Weedle<br>Level 07   |
| Kakuna<br>Level 09   |
| Beedrill<br>Level 12 |
| Josh<br>£208         |
| Paras<br>Level 13    |
| Bugsy<br>£1600       |
| Metapod<br>Level 14  |
| Kakuna<br>Level 14   |
| Scyther<br>Level 16  |

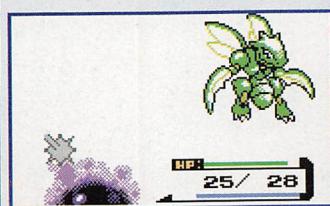
**Slowpoke**

Slowpoke is off to a slower start than it was in Red/Blue/Yellow, starting with Tackle instead of Confusion (which it now learns at level 20). But now it has a second evolution, into Slowking, a great Pokémon with stats that are high enough to take full advantage of Slowpoke's great set of moves.

**D Fight for the Hive Badge**

If you chose Cyndaquil as your starter, you'll be in great shape for this Gym. But other players will have to rely on Pokémon with Flying techniques, like Pidgey's Gust or Spearow and Hoothoot's Peck, or Pokémon with Rock techniques like Geodude and Onix's Rock Throw.

Of course, even your strongest Pokémon may not last long against Scyther's Fury Cutter. Fire, Flying, and Ghost Pokémon have partial resistance to this attack, but a Ghost is the best since it's completely resistant to Scyther's other attacks. Of course, a Gastly can't dish out much damage, so save some of your other big guns, like Onix or Geodude, for this difficult final battle.



## AZALEA TOWN (cont.)

### Kurt Will Forge New Balls!

Once you've defeated the Rockets, Kurt will reward you with a Lure Ball and re-open his shop. He forges Balls from Apricorns, which are found in certain Berry trees. There are seven different kinds of Apricorns, and each one will make a different Ball (see the chart below for details). The only kind you can get now are the White Apricorns, which can be found right near Kurt's House. Like Berries, the Apricorns grow back every day.

It takes Kurt one day to make each Ball, so you'll have to bring him the Apricorn,



| Apricorn | Ball        | Special Property of Ball                                |
|----------|-------------|---|
| White    | Fast Ball   | Good vs. Pokémons that try to run away                  |
| Red      | Level Ball  | Good vs. Pokémons that are lower level than yours       |
| Blue     | Lure Ball   | Good vs. Pokémon that you fish for                      |
| Black    | Heavy Ball  | Good vs. Pokémons that weigh a lot                      |
| Peach    | Love Ball   | Good vs. Pokémons that are the opposite gender of yours |
| Green    | Friend Ball | Pokémon captured with this start with better mood       |
| Yellow   | Moon Ball   | Good vs. Pokémons that evolve with Moon Stones          |

and then wait till the next day to come pick it up (if you then want him to start on another, leave his house and come right back in). The wait is a pain, but a few of the balls are worth the trouble.



The charcoal maker, who lives in Azalea's southeast, hasn't seen



his apprentice since he went into the forest. You'll find him safe, but his Farfetch'd is lost.

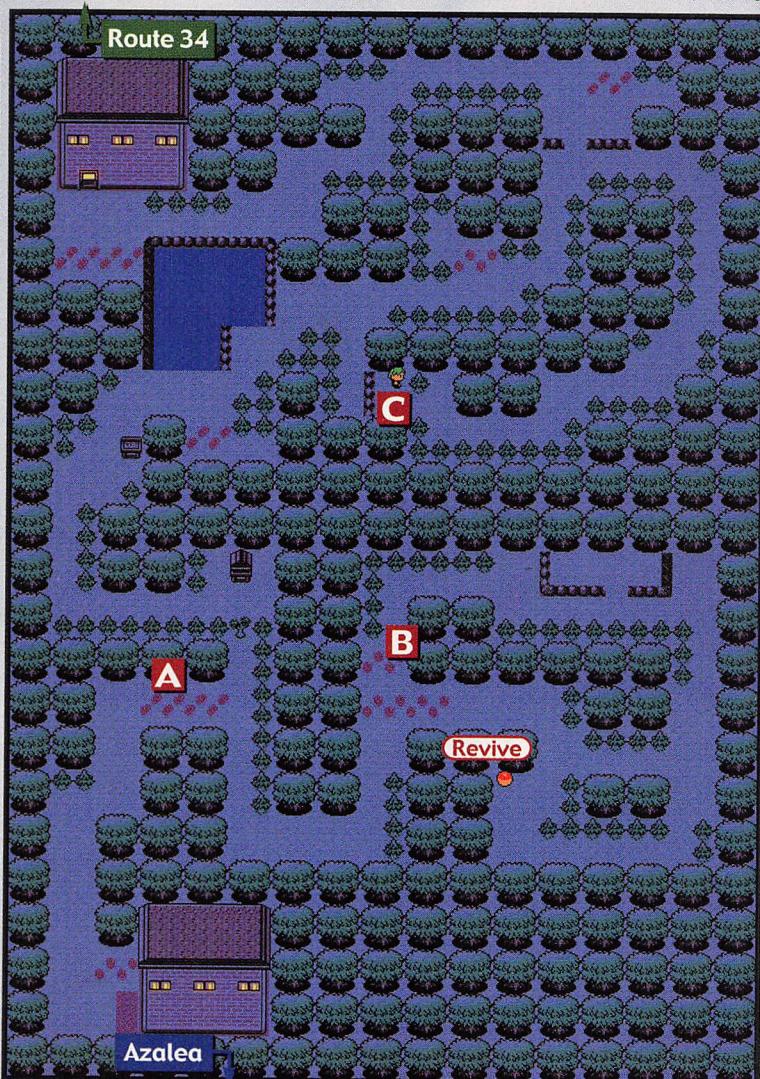
It's at Point B, but when you approach it, it runs away. So you'll need to loop around and come at it from behind, chasing it right into its master's arms!

He'll reward you with HM 01, Cut, which when learned by a Pokémon in your party, allows you to cut trees like the one shown to the left. If you go back to Azalea, the apprentice will give you a Charcoal, which powers up Fire-type moves!

### section C-6

## ILEX FOREST

### A B Find The Charcoal Maker's Apprentice, and Earn HM 01 (Cut)





### C Get TM 02 (Headbutt)

You have to go a bit out of your way to get to this guy, but it's an opportunity you won't want to miss. He gives you **TM 02**, which can teach Headbutt to a Pokémon. This is a useful attack, but it's also the key to getting four Pokémon you wouldn't be able to get any other way! See the bottom of this page for details.

| Ilex Forest<br>(Gold Version) | Morning | Day | Night |
|-------------------------------|---------|-----|-------|
| Caterpie                      | 30%     | 50% | -     |
| Metapod                       | 20%     | 10% | -     |
| Zubat                         | 15%     | -   | 20%   |
| Paras                         | 10%     | 15% | 30%   |
| Oddish                        | 25%     | 25% | 50%   |

| Ilex Forest<br>(Silver Version) | Morning | Day | Night |
|---------------------------------|---------|-----|-------|
| Weedle                          | 20%     | 20% | -     |
| Kakuna                          | 12%     | 15% | -     |
| Zubat                           | 20%     | -   | 20%   |
| Paras                           | 24%     | 25% | 30%   |
| Oddish                          | 24%     | 40% | 50%   |

| Ilex Forest<br>Fishing Chart | Old Rod | Good Rod | Super Rod |
|------------------------------|---------|----------|-----------|
| Magikarp                     | 80%     | 50%      | 20%       |
| Poliwag                      | 20%     | 50%      | 80%       |

### Catching Pokémon With the Art of the Headbutt



In battle, Headbutt has a power of 70 and makes opponents Flinch 30% of the time. That's a great attack, but Headbutt is even better on the field!

Whenever you see one of the little trees like in the picture to the left, you can use Headbutt to hit it, possibly knocking out a Pokémon! In forested areas like these, it will always be a member of the Caterpie or Weedle family (depending on your version), or one of the Pokémon shown below.

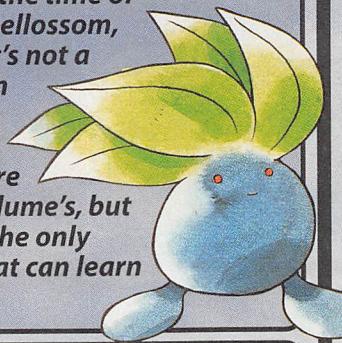
### D Pineco

This is one enraged pine cone! Pineco and its evolved form Forretress specialize in moves that do major damage to opponents...and themselves! Selfdestruct, Explosion, Take Down, Double Edge, that sort of thing. It can dish out the beatings, but it won't last long.



### E Oddish

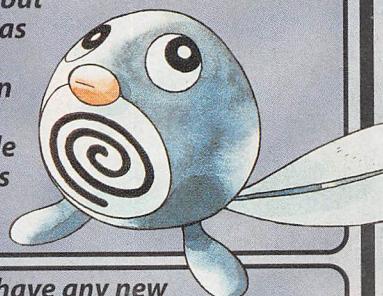
The Oddish family has a few new tricks. One is Moonlight, a high-level move which recovers HP, but the amount changes based on the time of day. The other is Bellossom, a new evolution (it's not a fourth form, but an alternative to Vileplume). Some of its stats are weaker than Vileplume's, but Bellossom is now the only Oddish relative that can learn Solar Beam.



### F Poliwag

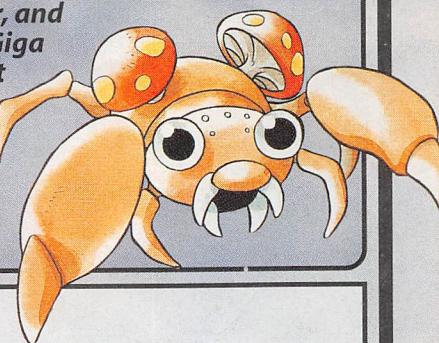
Like Oddish, Poliwag has a new form that's an alternative to Poliwrath.

Each learns two exclusive moves, but none of them are anywhere near as good as the Hydro Pump that Poliwag and Poliwhirl would learn if you didn't evolve them until much later. Other changes include a new high-level move that maxes out Poliwag's strength...in exchange for half its HP. Ouch.



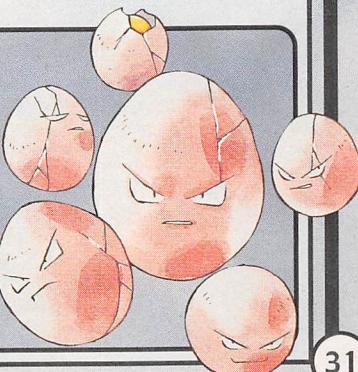
### G Paras

Paras doesn't have any new forms, but it does have a couple of new moves, including Poison Powder, and Grass-type's new power move, Giga Drain. These round out a decent move set that includes Paras's trademark puts-them-to-sleep-100%-of-the-time Spore move. Too bad that Paras is still one of the slowest Pokémon in the game.

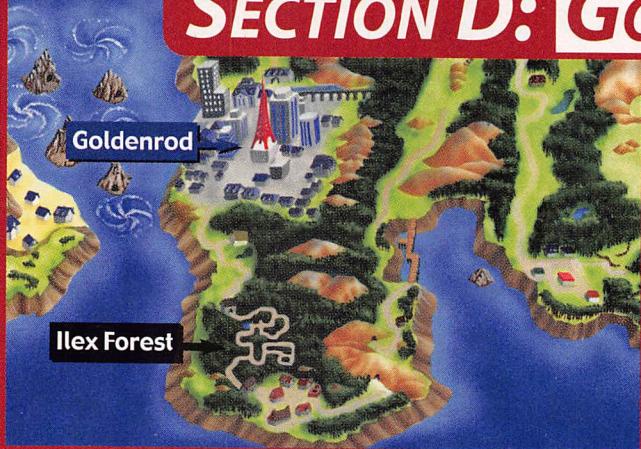


### H Exeggute

Now more than ever, evolution timing is the key for Exeggute and Exeggutor. Stick with Exeggute if you want to learn Solar Beam, evolve into Exeggutor early if you want to learn Stomp and Egg Bomb.



# SECTION D: GOLDENROD'S PLAIN BADGE



**Goldenrod is the biggest city in Johto, and there's a ton of things to do there. You can breed Pokémon at the nearby Day-Care, gamble for prizes at the Game Corner, shop at the Department Store, get a bike, visit the Radio Station... And, of course, challenge Whitney for the Plain Badge.**

## section D-1

# ROUTE 34

### A Free TM 12 (Sweet Scent) in Guard House

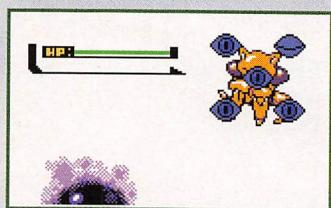
The lady with the Butterfree behind the counter will give you a free TM 12 when you complete Ilex Forest. This move makes it harder for opponents to dodge in battle (which is fairly pointless), and can be used out of battle to lure a wild Pokémon into a battle with you (but only in areas where Pokémon naturally occur).



### B Difficult to Catch, but Well Worth the Trouble

This area is full of interesting Pokémon. Drowzee are the most common, and you may want to snag a pair since someone in Goldenrod City will trade you a Machop for one. Abra abound here too, but they always Teleport away immediately. That's where

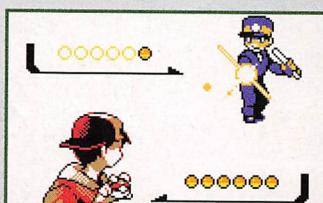
Gastly comes in: Use its Mean Look as your first attack and Abra won't be going anywhere. Make sure to snag some Ditto, too; their ability to breed with anything makes them one of the game's most useful Pokémon.



### C The Skittish Guard Attacks at Night

The guard at Point C is so concerned about crime that he attacks anything that moves at night... Even you! But if you can handle his Level 17 (!) Growlithe, you can earn a couple bucks by beating him.

|           |          |
|-----------|----------|
| Samuel    | £128     |
| Rattata   | Level 07 |
| Sandshrew | Level 10 |
| Spearow   | Level 08 |
| Spearow   | Level 08 |



|           |          |
|-----------|----------|
| Keith     | £680     |
| Growlithe | Level 17 |



## D Breed Pokémon at the Day-Care

This nondescript building is one of the most important areas in the game. Like the Day-Care in Red/Blue/Yellow, the Pokémon you leave here will gain one EXP for every step you take. But if you leave both a male and a female, you may return to find that they've laid an egg.

Keep it in your party, and the egg will eventually hatch, like Togepi below. Breeding Pokémon like this is the only way to get more of certain Pokémon (like Eevee) and to get new baby Pokémon like Pichu.

If you don't have a breeding pair, a similar Pokémon may suffice, or you can use a Ditto. They won't always mate, but it's worth a try. And just 'cause one pair doesn't work doesn't mean those two species can't breed, just that those two individuals can't. If they're gonna do it, it won't take long, but you can save time by looking at the Pokémon in the pen. If it says that they seem interested in each other, expect an egg.

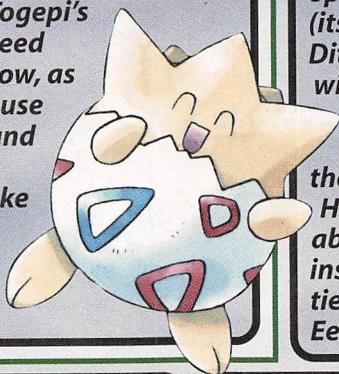


## Has Professor Elm's Egg Hatched Yet?

 Speaking of eggs, this is around the time that the egg Professor Elm gave you should be hatching. If it already has, congratulations! If not, check the egg's stats under your Pokémon menu: the message there will give you an indication of how far along it is.

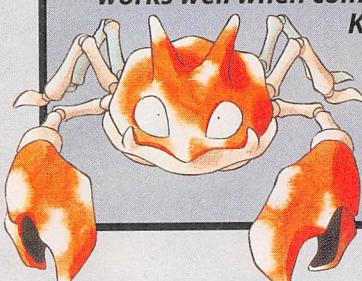
### Togepi

Togepi has a lot of fun attacks, like random moves-unleashing Metronome (at level 7!) and Encore, which forces your opponent to repeat its last attack 2-6 times (at level 25). It's too bad that Togepi's Attack and Speed scores are so low, as you'll need to use it constantly and level it up frequently to make it happy enough to evolve into a Togetic.



### Krabby

works well when combined with other moves that Krabby can't learn), this is the same old Krabby. Its strengths are good water attacks and the ability to learn four HM's: Cut, Surf, Strength and Whirlpool.



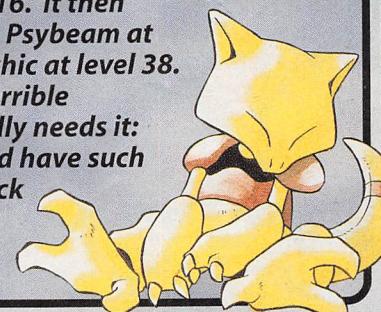
Outside of one new Defensive technique (Protect, which only Krabby can't learn), this is the same old Krabby. Its strengths are good water attacks and the ability to learn four HM's: Cut, Surf, Strength and Whirlpool.

| Route 34<br>(Both Versions) | Morning | Day      | Night     |
|-----------------------------|---------|----------|-----------|
|                             | 12%     | 12%      | 12%       |
|                             | 40%     | 40%      | 40%       |
|                             | 36%     | 36%      | 36%       |
|                             | 12%     | 12%      | 12%       |
| Route 34<br>Fishing Chart   | Old Rod | Good Rod | Super Rod |
|                             | 10%     | 50%      | -         |
|                             | 90%     | 40%      | 50%       |
|                             | -       | -        | 25%       |
|                             | -       | 10%*     | 25%*      |
|                             | -       | 10%*     | 25%*      |

\*??? do not appear at night, Staryu only appear at night.

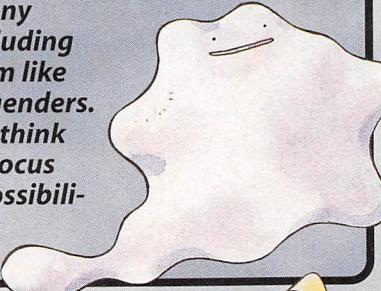
### Abra

Abra can't do anything but Teleport, until it evolves into Kadabra at level 16. It then learns Confusion, Psybeam at level 21, and Psychic at level 38. This family has terrible Defense, but hardly needs it: they're so fast and have such high Special Attack that they can frequently win on turn 1.



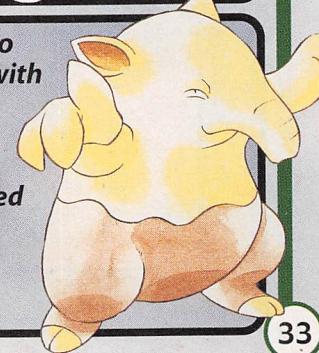
### Ditto

In battle, Ditto is still a one-trick pony that can copy any opponent's moves but sadly, not their stats (its stats are very low). But outside of battle, Ditto is a love machine, capable of mating with just about any Pokémon, including those that seem like they don't have genders. How? Try not to think about that, and focus instead on the possibilities of infinite Eevee!



### Drowzee

Too slow to compete with other Psychics like Mewtwo and Alakazam, Drowzee and Hypno were often overlooked in Red/Blue/Yellow. Drowzee and evolved form Hypno have a few new late game attacks in Gold and Silver, but are still just too slow.



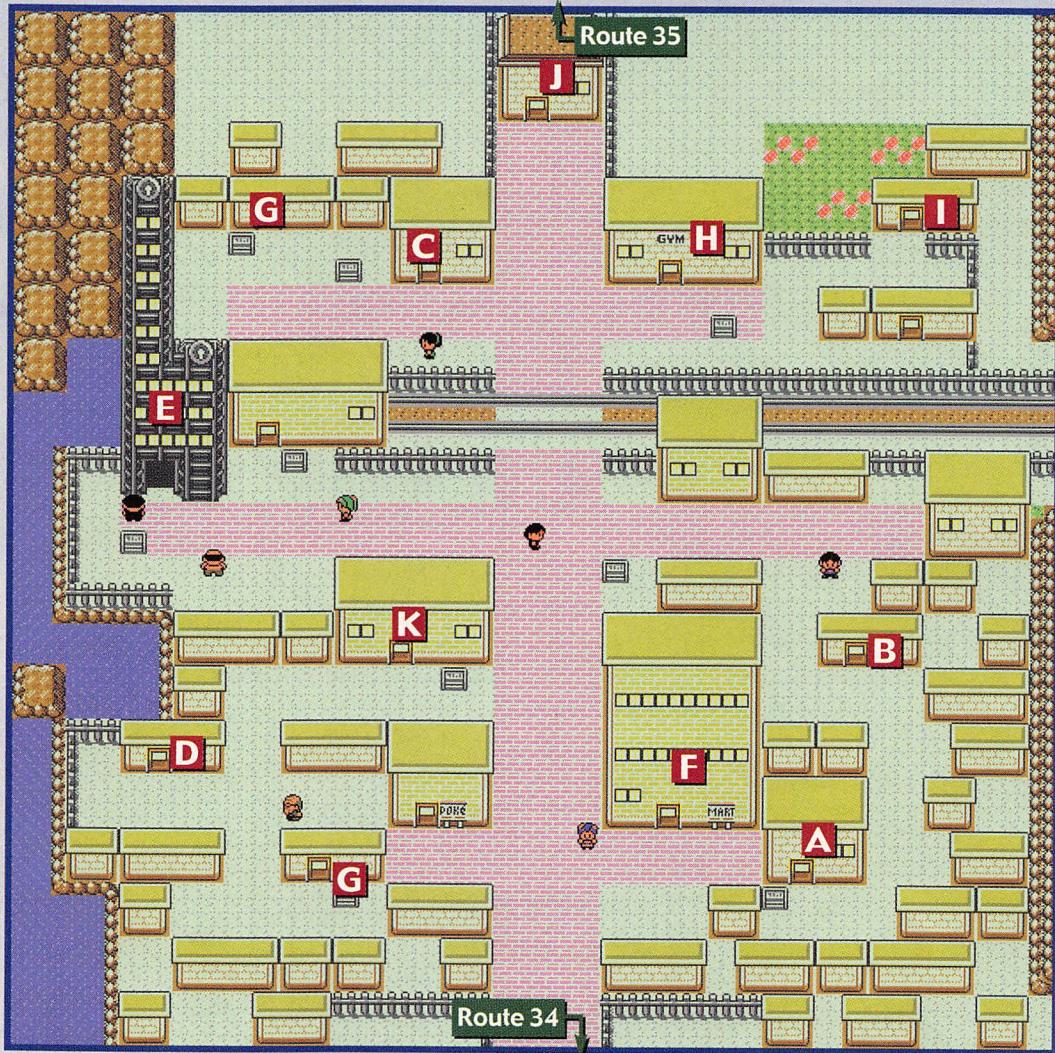


section  
**D-2 GOLDENROD CITY**

**A Get a Free Bike!**



Sensing that you're a guy who gets around, the manager of the Bike Shop will offer you a freebie if you promise to advertise his shop just by riding around.



**B The Tame Tester**

Now in Gold/Silver, certain Pokémons evolve based on Taming. If you want to check how they're doing, put that Pokémon in your top slot and talk to this woman. She'll tell you what your Pokémon thinks of you, so you know how much you need to spoil it.



**C Name Rater**

If a witty name for a favorite Pokémon has finally occurred to you, come to this guy and he'll let you change its name. Unfortunately, he won't let you change the names of Pokémons you received from other players or in-game traders.

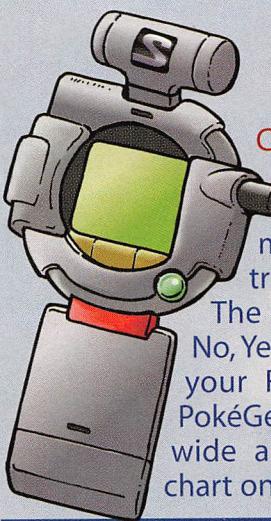


**D Bill's House**

Bill's home is here in Goldenrod, but he's currently away in Ecruteak City. Still, it's a good idea to drop by and talk with his family. They'll give you his phone number so you can call him whenever, and so he can call you when your box fills up.

Bill will head back home after you meet him in Ecruteak City, and if you come back to his house afterwards, he'll have a very nice surprise waiting for you.





## E Win the Radio Card

The Radio Tower is currently giving away **Radio Cards** to anyone who can pass their Pokémon quiz.

For a pro like you, the quiz should be no problem. But if you do mess up, you can always try again (or just cheat: The answers are Yes, Yes, No, Yes, No). Once you insert your Radio Card into your PokéGear, you can enjoy their wide array of programs (see chart on right).



## Pokémon Talk

Professor Oak's radio program lists locations where you can catch wild Pokémon.



## Pokémon Music

The Pokémon music channel either attracts or repels wild Pokémon, depending on the tempo.



## Lucky Channel

If the day's lucky number matches the ID number of a Pokémon you own, you can win a Master Ball!



## Dept. Store 2F

|              |     |
|--------------|-----|
| POTION       | 300 |
| SUPER POTION | 700 |
| ANTIDOTE     | 100 |
| PARLYZ HEAL  | 200 |
| AWAKENING    | 250 |
| BURN HEAL    | 250 |
| ICE HEAL     | 250 |

## Dept. Store 2F

|             |      |
|-------------|------|
| POKÉ BALL   | 200  |
| GREAT BALL  | 600  |
| ESCAPE ROPE | 550  |
| REPEL       | 350  |
| REVIVE      | 1500 |
| FULL HEAL   | 600  |
| POKÉ DOLL   | 1000 |
| FLOWER MAIL | 50   |

## Dept. Store 3F

|            |     |
|------------|-----|
| X SPEED    | 350 |
| X SPECIAL  | 350 |
| X DEFEND   | 550 |
| X ATTACK   | 500 |
| DIRE HIT   | 650 |
| GUARD SPEC | 700 |
| X ACCURACY | 950 |

## Dept. Store 4F

|         |      |
|---------|------|
| PROTEIN | 9800 |
| IRON    | 9800 |
| CARBOS  | 9800 |
| CALCIUM | 9800 |
| HP UP   | 9800 |

## Dept. Store 5F

|                      |      |
|----------------------|------|
| TM 41 (Thndr. Punch) | 3000 |
| TM 48 (Flame Punch)  | 3000 |
| TM 33 (Ice Punch)    | 3000 |
| TM 02 (Headbutt)     | 2000 |
| TM 08 (Rock Smash)   | 1000 |

## Dept. Store 6F

|             |     |
|-------------|-----|
| FRESH WATER | 200 |
| SODA POP    | 300 |
| LEMONADE    | 350 |

## F Department Store

You can get all sorts of great things here. The supplements on the fourth floor permanently beef up your Pokémon, the TM's are great (note that Headbutt and Rock Smash aren't available until you earn them elsewhere first), and the Lemonade for sale on the roof is the most economical healing item in the game.

### F-1 Free TM's on Sunday!

The woman in red behind the counter only shows up on Sundays. She'll give you one free TM when you first talk to her: TM 27 (Return) if your top Pokémon is in a good mood, or TM 21 (Frustration) if it's in a bad mood. Unless you routinely abuse your Pokémon, TM 27 is the one you want, so check with the Mood Tester first.

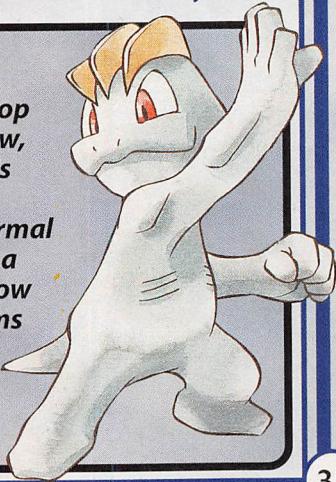


### F-2 Trade a Drowzee for a Machop

Also on the fifth floor is a girl who will trade her Machop for your Drowzee. Don't miss this opportunity to get a great Pokémon early!

## Machop

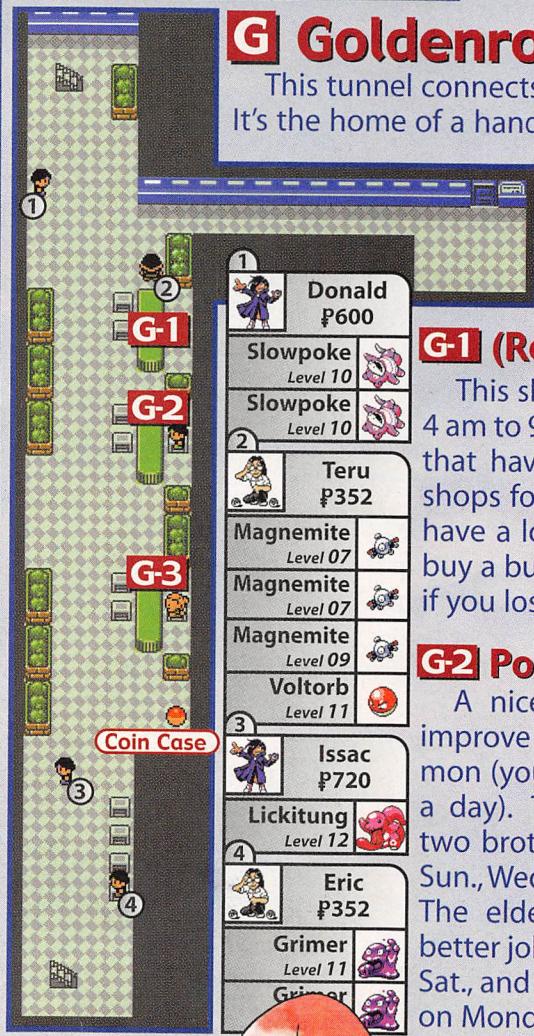
You can catch a wild Machop later, but you want one now, since the Goldenrod Gym is just ahead and Fighting Pokémon rock against Normal Pokémon. And Machop is a great Fighter, especially now that it and its evolved forms start with Low Kick and can learn powerful new Fighting moves like Cross Chop at level 31.



## G Goldenrod City Tunnel

This tunnel connects the two points marked "G" on the Western side of Goldenrod City. It's the home of a handful of trainers, the Pokémon Salon, and a pair of shops with erratic business hours. It's also where you'll find the **Coin Case**. With this item, you can begin gambling at the Goldenrod City Game Corner (point K) whenever you're ready.

The door at the end of the side path leads to the warehouses beneath the Department Store, but it's currently locked.



|   |                      |
|---|----------------------|
| 1 | Donald<br>¥600       |
| 2 | Slowpoke<br>Level 10 |
| 2 | Slowpoke<br>Level 10 |

|   |                       |
|---|-----------------------|
| 2 | Teru<br>¥352          |
| 2 | Magnemite<br>Level 07 |
| 2 | Magnemite<br>Level 07 |
| 2 | Magnemite<br>Level 09 |
| 3 | Voltorb<br>Level 11   |

|   |                       |
|---|-----------------------|
| 3 | Issac<br>¥720         |
| 4 | Lickitung<br>Level 12 |
| 4 | Eric<br>¥352          |
| 4 | Grimer<br>Level 11    |
| 4 | Grimer<br>Level 11    |

|   |                     |
|---|---------------------|
| 1 | Victoria<br>¥1496   |
| 2 | Sentret<br>Level 09 |
| 2 | Sentret<br>Level 13 |
| 2 | Sentret<br>Level 17 |

|   |                    |
|---|--------------------|
| 2 | Samantha<br>¥1408  |
| 3 | Meowth<br>Level 16 |
| 3 | Meowth<br>Level 16 |

|   |                      |
|---|----------------------|
| 3 | Carrie<br>¥432       |
| 4 | Snubbull<br>Level 18 |

|   |                        |
|---|------------------------|
| 4 | Bridget<br>¥360        |
| 5 | Jigglypuff<br>Level 15 |
| 5 | Jigglypuff<br>Level 15 |

|   |                        |
|---|------------------------|
| 5 | Jigglypuff<br>Level 15 |
|---|------------------------|

## G-1 (Relatively) Cheap Trinkets Shop

This shop is only open Monday mornings from 4 am to 9 am. It sells valuable items (like Nuggets) that have no use, but could be resold at other shops for a small profit (¥500-¥1000 each). If you have a lot of cash, it might not be a bad idea to buy a bunch so you won't risk losing your money if you lose at the gym.



## G-2 Pokémon Salon

A nice beauty treatment will improve the taming of any Pokémon (you can get one done once a day). The shop is manned by two brothers: The younger works Sun., Wed., and Fri. and costs ¥300; The elder (who does a slightly better job) works Tues., Thurs., and Sat., and charges ¥500. It's closed on Mondays.

## G-3 Bitter Medicine

This shop is only open on weekends. It sells items that heal or revive Pokémon, and are cheaper than the standard Pokémon Mart versions. The catch is that Pokémon hate the medicine, so using it will upset their mood.

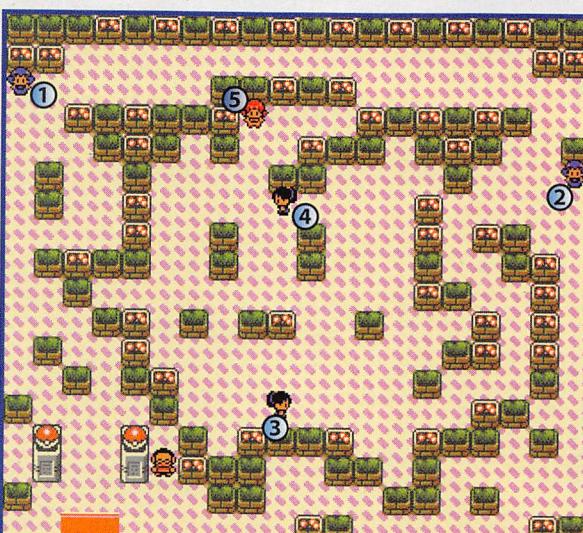
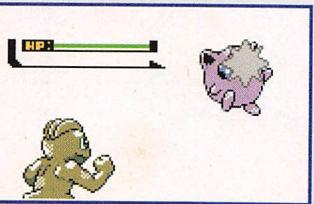
### Pharmacy

|              |      |
|--------------|------|
| ENERGYPOWDER | 500  |
| ENERGY ROOT  | 800  |
| HEAL POWDER  | 450  |
| REVIVAL HERB | 2800 |

## H Battle Whitney for the Plain Badge

All the Pokémon in Whitney's Clefairy-shaped Gym (squint at the map below if you can't see the Clefairy) are plain-vanilla Normal Pokémon.

That means that your new Machop (you did trade for it, right?) is obscenely powerful (even a low-level one can take down most of the Junior Trainers' Pokémon in one shot each), and that your Gastly is just plain immortal. Of course, that works both ways, since Normal Pokémon are immune to Ghost techniques. But you can use your Gastly to put the opponents to sleep and then swap in something else.



|                      |
|----------------------|
| Whitney<br>¥2000     |
| Clefairy<br>Level 18 |
| Miltank<br>Level 20  |

|                  |
|------------------|
| Whitney<br>¥2000 |
|------------------|

|                      |
|----------------------|
| Clefairy<br>Level 18 |
|----------------------|

|                     |
|---------------------|
| Miltank<br>Level 20 |
|---------------------|

Whitney has some tough Pokémon: Clefairy's Metronome can screw up your careful plans (or backfire completely), and the big pink cow gives a serious beating. Put it to sleep with Gastly and use a Rock-type Pokémon (they have partial resistance to Normal) to take it down.

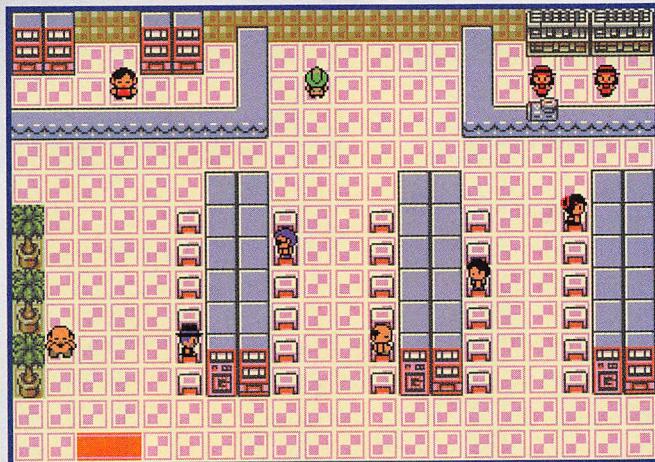
**I Get a Free Squirtbottle**

The woman in this small house in the Northeast corner of Goldenrod will give you a free *Squirtbottle* after you beat Whitney.

There's nothing you can do with it now, but make sure you pick it up, 'cause you'll be needing it later, at Route 36.

**J Run an Errand for the Border Guard**

As you leave Goldenrod to the north, talk to the guard in the guardhouse. He'll ask you to deliver a message to his friend way back in Route 31 (shown to the right). The message comes around the neck of a Spearow, so you'll need an empty slot in your party to do it. If you complete the errand, you'll get TM 50 (Nightmare) from the friend, and an HP Up the next time you talk to the guard. You can do it now if you want, but if you wait until you unblock the path to Violet City at Route 36, it will be a lot easier.

**K Game Corner**

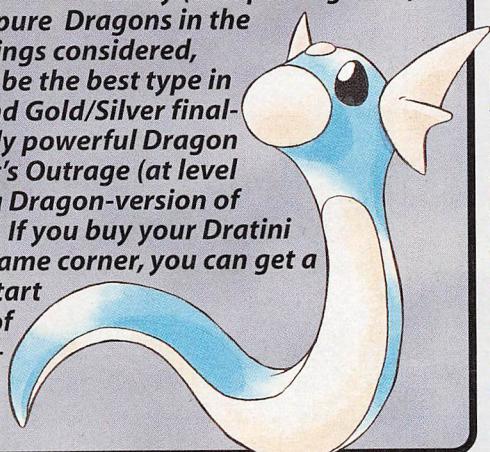
Once you get the Coin Case in the Tunnel, you can buy coins and start gambling. The big prize here is Dratini, but you can also get the game's best Fire, Ice, and Electric TM's.

| Prizes (in coins)  |      |
|--------------------|------|
| TM 25 (Thunder)    | 5500 |
| TM 14 (Blizzard)   | 5500 |
| TM 38 (Fire Blast) | 5500 |
| Abra               | 200  |
| Ekans (Gold)       | 700  |
| Sandshrew (Silver) | 700  |
| Dratini            | 2100 |

**Dratini**

The members of Dratini's family (except Dragonite)

are the only pure Dragons in the game. All things considered, Dragon may be the best type in the game, and Gold/Silver finally adds a truly powerful Dragon technique. It's Outrage (at level 50), kind of a Dragon-version of Petal Dance. If you buy your Dratini here in the game corner, you can get a good early start raising one of these powerful beasts.

**The Classic Slot Machines**

The slots are a little different this time around. The individual wheels stop at a set distance after you hit the button, so it is possible to get "into a groove" and make them stop where you want. This takes time, practice, reflexes, and may give you a killer headache. If that doesn't sound so good, try the cards.

If you do do the slots, play three at once so you can score off of diagonals.

| PAYOFFS |       |
|---------|-------|
|         | x 6   |
|         | x 8   |
|         | x 10  |
|         | x 15  |
|         | x 50  |
|         | x 300 |



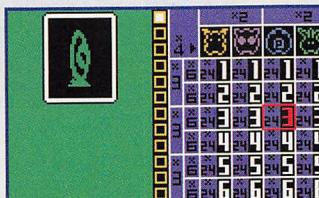
Since all the slots have the same pattern and go at the same speed, those with lightning reflexes can nail triple 777's.



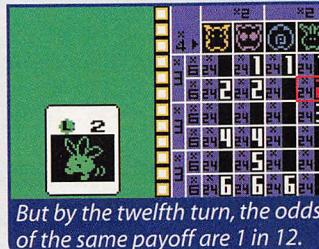
But you never know when falling Golem or some other random effect will mess it up.

**The New Card Flip Game**

The card flip game is new in Gold/Silver. If you make bets on individual cards (instead of betting on rows or columns), the odds of this game are actually in your favor, since pulled cards disappear from the board until your twelfth mistake (so on the twelfth bet, you have a 1-in-12 chance of getting a 24-to-1 payoff). So spend enough time on this game and you can turn a small coin investment into a free Dratini or TM.



At the beginning, the odds of getting a 24-to-1 payoff are an even 1 in 24.



But by the twelfth turn, the odds of the same payoff are 1 in 12.

# SECTION E: THE FOG BADGE



**Ecruteak** is the City of Legends, and it's there you'll find the homes of four new Legendary Pokémon. At the moment, these powerful beasts are way out of your league, but you can sharpen your skills by hunting rare Pokémon at the National Park and battling Morty's Phantom Army.

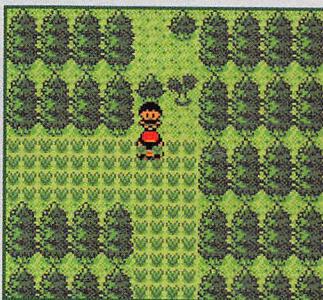
## section E-1

# ROUTE 35

### A Prepare for Another Swarm

Route 35 doesn't look like much, but it's the sole habitat of another new Pokémon. Catching one now is tough, since they only appear in significant numbers when they swarm. Trade phone numbers with Arnie, and he'll give you a ring when that happens.

Once you've recorded Arnie's number, continue on to TM 04 (Rollout), a Rock-type attack that builds in power every turn, until it misses.



### B Another Skittish Guard

Like the guard back in Route 34, this guy will attack anyone who passes by at night. Once again it seems clear that Growlithe are the Pokémon of choice for law enforcement personnel. Who knew?

|                       | Dirk<br>£560 |
|-----------------------|--------------|
| Growlithe<br>Level 14 |              |
| Growlithe<br>Level 14 |              |



| Route 35<br>(Both Versions) | Morning | Day | Night |
|-----------------------------|---------|-----|-------|
| Abra                        | 20%     | 20% | 20%   |
| Drowzee                     | 24%     | 24% | 24%   |
| Ditto                       | 8%      | 8%  | 8%    |
| Nidoran ♀                   | 23%     | 23% | 23%   |
| Nidoran ♂                   | 16%     | 16% | 16%   |
| Pidgey                      | 8%      | 8%  | -     |
| Hoothoot                    | -       | -   | 8%    |
| ???                         | 1%*     | 1%* | 1%*   |

\*Numbers increase during swarms

|                    |                       |                    |                     |                   |                     |                     |                     |
|--------------------|-----------------------|--------------------|---------------------|-------------------|---------------------|---------------------|---------------------|
| 1 Kim<br>£300      | 2 Elliot<br>£300      | 3 Brooke<br>£320   | 4 Ivan<br>£280      | 5 Walt<br>£624    | 6 Irwin<br>£560     | 7 Arnie<br>£240     | 8 Bryan<br>£336     |
| Vulpix<br>Level 15 | Sandshrew<br>Level 13 | Marill<br>Level 12 | Diglett<br>Level 10 | Zubat<br>Level 10 | Diglett<br>Level 14 | Voltorb<br>Level 02 | Voltorb<br>Level 06 |
|                    |                       |                    |                     |                   |                     | Voltorb<br>Level 10 | Voltorb<br>Level 14 |
|                    |                       |                    |                     |                   |                     |                     |                     |
|                    |                       |                    |                     |                   |                     |                     |                     |

**Nidoran♂**

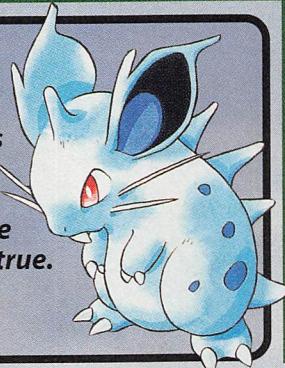
Male Nidoran get

powerful early attacks (like Horn Attack at level 8), but not much late in the game. So your best bet is to evolve it into a Nidorino at level 16, then use a Moon Stone to evolve it again before level 23 (when final form Nidoking learns Thrash).

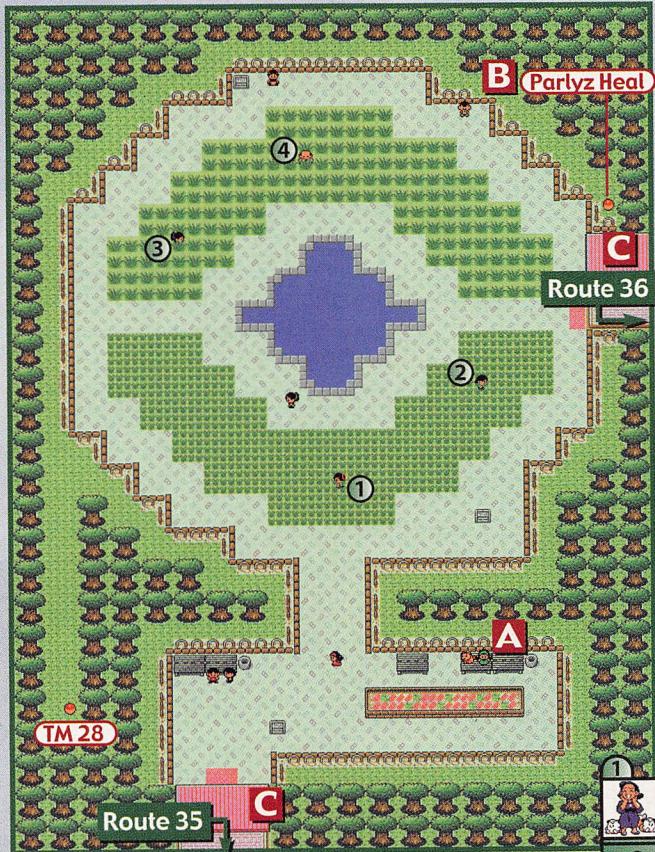
**Nidoran♀**

Like the Males,

Nidoran females should probably be evolved into Nidoqueen as early as possible. And nope, the rumor that you can breed a Nidoking and Nidoqueen to make a super-powerful Pokémon isn't true. Too bad.



# NATIONAL PARK E-2

**A Get the Quick Claw**

Talk to this woman, and she'll give you the **Quick Claw**. When equipped by a Pokémon, this will sometimes let that Pokémon get the first attack, regardless of their speed. So give it to your slowest fighter.

**B A Hole in the Fence**

If you look carefully, you'll see a missing rung in the fence. That's all the opening you need to get to the nearby **Parlyz Heal**, or to loop all the way around to **TM 28** in the southwest corner of the park. TM 28 contains Dig, a solid Ground attack that can also be used outside of battle to teleport out of dungeons (like an Escape Rope).

**Sunkern**

This pure Grass Pokémon can learn Absorb, Mega Drain, and Giga Drain. Its stats are among the worst in the game, but you can evolve it into a Sunflora at any time with a Sun Stone, so level it up to 10 (so it learns Mega Drain) then use the Stone. It won't get Giga Drain, but it will learn Petal Dance and Solar Beam... And get good stats!



|   |                      | Preserve<br>(Gold Version) | Morning | Day | Night |
|---|----------------------|----------------------------|---------|-----|-------|
| 1 | Beverly<br>£1120     | Caterpie                   | 40%     | 30% | -     |
| 2 | Snubbull<br>Level 14 | Metapod                    | 30%     | 20% | -     |
| 3 | Jack<br>£480         | Pidgey                     | 30%     | 30% | -     |
| 4 | Oddish<br>Level 12   | Sunkern                    | -       | 20% | -     |
|   | Voltorb<br>Level 15  | Hoothoot                   | -       | -   | 100%  |

|   |                    | Preserve<br>(Silver Version) | Morning | Day | Night |
|---|--------------------|------------------------------|---------|-----|-------|
| 1 | Krise<br>£360      | Weedle                       | 40%     | 30% | -     |
| 2 | Oddish<br>Level 12 | Kakuna                       | 30%     | 20% | -     |
| 3 | Cubone<br>Level 15 | Pidgey                       | 30%     | 30% | -     |
| 4 | William<br>£1120   | Sunkern                      | -       | 20% | -     |
|   | Raichu<br>Level 14 | Hoothoot                     | -       | -   | 100%  |



the Pokémons (Scyther, Pinsir, Beedrill and Butterfree are the highest), and on the Pokémons's level. First prize wins a **Sun Stone**, Second gets an **Everstone**, and Third gets a **Gold Berry**. Everyone else gets a regular **Berry**. And of course, you get to keep the Pokémons you caught.

Since this is the only place to get Scyther and Pinsir, Weedle in Gold, and Caterpie in Silver, you may want to enter repeatedly. Unfortunately, there is only one competition per day.

You can use your Sun Stone immediately to evolve your Sunkern or Vileplume.

## C The Bug-Catching Contest

When you enter the park on Tuesdays, Thursdays, and Saturdays (from either side), you'll have the opportunity to participate in a free bug-catching contest.

You'll get to take one of your Pokémons and twenty Park Balls (which are not very effective). You have about 20 minutes, but you'll probably catch a winner or use up your balls before that. When you're done, just leave the way you came and the judging will begin.

You can only hold one captured Pokémons at a time, so if you have one and catch another, you'll have to pick one to set free. The goal is to catch the best Pokémons you can get. You get points based on the rarity of

| Bug-Catching<br>(Both Versions) | Morning | Day | Night |
|---------------------------------|---------|-----|-------|
| Caterpie                        | 20%     | 20% | 20%   |
| Metapod                         | 14%     | 14% | 14%   |
| Butterfree                      | 4%      | 4%  | 4%    |
| Weedle                          | 20%     | 20% | 20%   |
| Kakuna                          | 14%     | 14% | 14%   |
| Beedrill                        | 4%      | 4%  | 4%    |
| Venonat                         | 8%      | 8%  | 8%    |
| Paras                           | 8%      | 8%  | 8%    |
| Scyther                         | 4%      | 4%  | 4%    |
| Pinsir                          | 4%      | 4%  | 4%    |

### Scyther

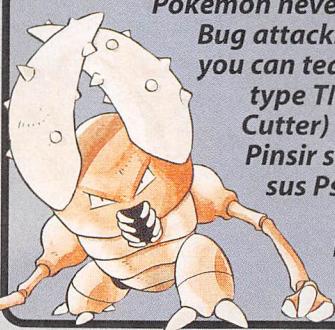
Good old Scyther is back, and better than ever. The best news is Scyther's new False Swipe, which it learns at level 18. While relatively weak, this attack always leaves its victim with at least 1 HP. That makes it invaluable for catching other Pokémons, since you can put them into the red without risking a K.O.

Scyther can evolve now, by trading it with the Metal Coat item. This new half-Steel Pokémons, Scizor, loses Speed but gains Attack and Defense. And instead of learning Wing Attack, it learns a rare Steel-type attack, Metal Claw. Not that Steel-type is worth much on offense.



### Pinsir

Poor Pinsir is always second-best to Scyther. This straight Bug Pokémons never gets any Bug attacks, but now you can teach it Bug-type TM 49 (Fury Cutter) and make Pinsir strong versus Psychic and Dark Pokémons.



### Venonat

Venonat was always an awkward mix of Bug and Poison types that got mostly Psychic attacks that it wasn't powerful enough to use effectively. And, well, that's all still true. Evolved form Venomoth can learn Gust now. Umm... Yay.



NOTE: Growlithe and Vulpix can be Found in Route 36+37 (next page)

### Growlithe

Growlithe's 2nd form, Arcanine, has always been the best Fire Pokémons (I know many people prefer Charizard, but it's true). With a third Fire attack (Flame Wheel) and the ability to learn Fireblast from a TM, it's better than ever.



### Vulpix

Vulpix and Ninetales are good, too. While not as powerful as Growlithe, they're a bit quicker, and sometimes that makes all the difference. They haven't changed much, but at least now Ninetales keeps learning moves after it's evolved.



# ROUTE 36+37

section

E-3

|            |                  |
|------------|------------------|
|            | Mark<br>£480     |
| Abra       | Level 13         |
| Abra       | Level 13         |
| Kadabra    | Level 15         |
|            |                  |
|            | Alan<br>£512     |
| Tangela    | Level 16         |
|            |                  |
|            | Ann+Anne<br>£320 |
| Jigglypuff | Level 16         |
| Clefairy   | Level 16         |
|            |                  |
|            | Greg<br>£544     |
| Drowzee    | Level 17         |
|            |                  |



## A Water (and Capture) the Sudowoodo

The tree that's blocking your progress can't be Cut, so why not try watering it with the Squirtbottle you got in Goldenrod? Okay, that doesn't make a whole lot of sense, but do it anyway. The "tree" is actually a Sudowoodo Rock Pokémon. Capture it carefully, since if you K.O. it, it's gone for good.



## B More Free Stuff

The "tree" wasn't too popular, and this guy will give you TM 08 just for uprooting it. It contains Rock Smash, which breaks certain rocks that you'll soon encounter, and deals Fighting-type damage while lowering opponents' Defense in battle.

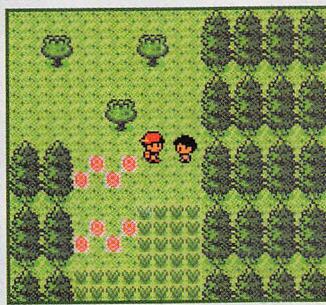
## E Three Apricorn Trees

These trees contain Red, Blue and Black Apricons, which can be made into Level, Lure, and Heavy balls by Kurt in Azalea.

## C Mr. Thursday

## D and Mr. Sunday

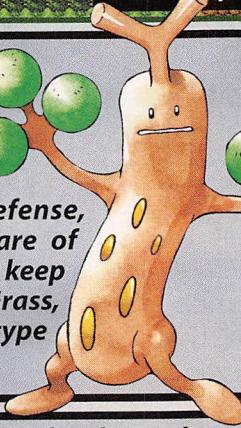
You know the drill: Talk to Arthur, who appears at point C on Thursdays, and get a Hard Stone, which powers up Rock attacks (go Sudowoodo!). Talk to Sunny at point D on Sundays for a Magnet, which beefs up Electric moves.



NOTE: Route 36 has the same Pokémons as Route 37, but at lower levels and with Nidoran instead of Ledyba and Spinarak.

## Sudowoodo

This odd tree creature is the game's only pure-Rock Pokémon, which is kind of cool. With a good Attack and Rock's traditional high defense, Sudowoodo is the worst nightmare of Fire, Ice, Flying and Bug-types. Just keep it away from Water, Grass, Ground and Fighting-type Pokémons.



Route 37  
(Gold Version)

|           | Morning | Day | Night |
|-----------|---------|-----|-------|
| Pidgey    | 50%     | 30% | -     |
| Pidgeotto | -       | 10% | -     |
| Growlithe | 30%     | 15% | 10%   |
| Stantler  | 20%     | 45% | 40%   |
| Hoothoot  | -       | -   | 20%   |
| Spinarak  | -       | -   | 30%   |

## Stantler

This feral antelope has uniformly solid stats and particularly high Attack and Speed scores. It can learn a couple of decent Normal attacks (Stomp at 23 and Take Down at 40), but its moves are otherwise on the weak side. Since it can't evolve, it might not be a good idea to spend a lot of time trying to level it up.



Route 37  
(Silver Version)

|           | Morning | Day | Night |
|-----------|---------|-----|-------|
| Ledyba    | 30%     | -   | -     |
| Pidgey    | 40%     | 30% | -     |
| Pidgeotto | -       | 10% | -     |
| Vulpix    | 15%     | 15% | 15%   |
| Stantler  | 15%     | 45% | 15%   |
| Hoothoot  | -       | -   | 70%   |



section

**E-4**

# ECRUTEAK CITY

**A The Time Capsule is Fixed!**

You'll find Bill waiting for you in Ecruteak's Poké Center, and all the news is good. They've managed to repair the Time Capsule on the second floor, which lets you trade Pokémon between your Gold or Silver pack and your old Red, Blue or Yellow packs. The machine will be up and running tomorrow (the day after you meet Bill), but there's plenty to do in Ecruteak in the meantime. Or you could always follow Bill back to his home in Goldenrod City for a free Eevee!

**B The Item Finder**

The man in this small house will give you the classic Item Finder. When you use it (it's a good idea to assign it to SELECT), you'll be able to hear from the beeps if there are any hidden items nearby.

**C The Burned Tower**

They say Lugia left when the tower burned down, but there may still be some Legends about. If you need EXP, You can explore this area (page 43) before you go to the Gym (page 44).

**D Battle at The Dance Hall for HM 03**

If you defeat the five dancers on the Dance Hall stage (each has a different Eevee form), one of the spectators will give you HM 03, Surf! They're tough, but you can go heal between fights.

|  |                     |  |                      |
|--|---------------------|--|----------------------|
|  | Naoko<br>¥1224      |  | Zuki<br>¥1224        |
|  | Flareon<br>Level 17 |  | Umbreon<br>Level 17  |
|  | Sayo<br>¥1224       |  | Kuni<br>¥1224        |
|  | Espeon<br>Level 17  |  | Vaporeon<br>Level 17 |
|  | Miki<br>¥1224       |  | Jolteon<br>Level 17  |

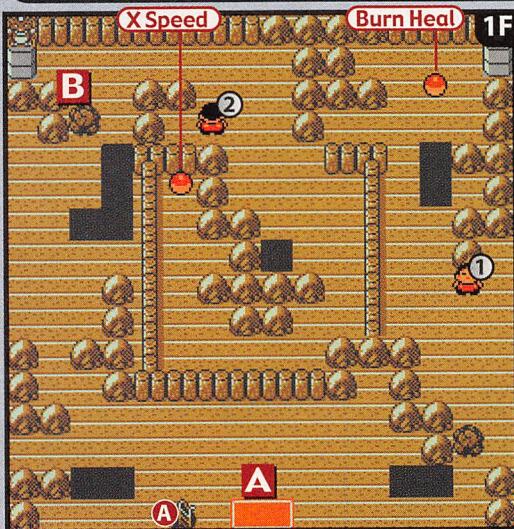
**Eevee**

Eevee has two new evolutions, Espeon and Umbreon, which evolve based on Eevee's tameness and whether its night or day. So to get all five, you'll need a lot of Eevee. You can buy another Eevee in the Celadon Game Corner, or breed Eevee (or their evolved forms) with Ditto or similar Pokémon (for example, Pikachu and Jolteon may bear an Eevee).



# BURNED TOWER E-5

section



|           |                |
|-----------|----------------|
|           | Rival<br>¥1320 |
| Haunter   | Level 20       |
| Magnemite | Level 18       |
| Zubat     | Level 20       |
| (Starter) | Level 22       |
|           | ?              |

## A Your Rival Returns

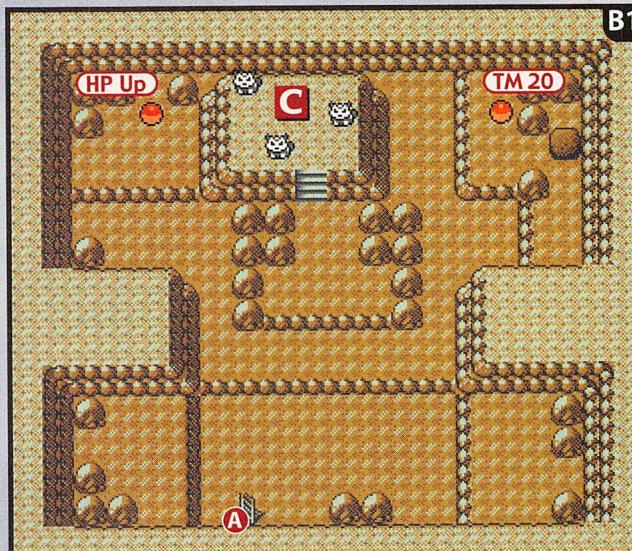
You won't get more than a step or two into the tower before your rival strikes with his ever-expanding roster of Pokémons. Bring your best counter-type Pokémons for taking down his starter, 'cause at level 22, it's likely to be stronger than any of yours. Psychics are good here, since Zubat and Haunter are both part Poison.



## B Shatter Stone With Rock Smash

Did you teach a Pokémon TM 08 yet? If not, do it now and bring that Pokémon along, 'cause you won't get far in this dungeon without it. The cracked dirt clod-

looking rocks can be cleared with a single use of this technique, and you'll need to do it to get to the pit in the center of the first floor.



|   |           |             |
|---|-----------|-------------|
| 1 |           | Ned<br>¥720 |
|   | Koffing   | Level 15    |
|   | Koffing   | Level 15    |
|   | Growlithe | Level 16    |

|   |            |              |
|---|------------|--------------|
| 2 |            | Dick<br>¥816 |
|   | Charmeleon | Level 17     |

## C Unleash the Beasts of Legend

That pit in the middle is the most important part of this dungeon. It drops you down to the pedestal with the three Pokémons, who turn from stone to flesh when you approach them, and then bolt.

Congratulations: You just freed three new powerful Legendary Pokémons in Gold and Silver (see the next page for more info), and your work here is done.



## Koffing

Koffing is a little bit better in Gold and Silver. Nothing major has changed, but it now starts with Poison Gas (an attack that always poisons its foe, which can be very useful), and can learn Destiny Bond (which K.O.'s both Pokémons when Koffing faints).



## Magmar

Magmar is a great Fire Pokémon that can be caught in both Gold and Silver, but only here in the Burned Tower. Magmar learns its best attacks much earlier now; Fire Punch comes at level 19 instead of 43! And it can now learn Fire Blast (at level 57). It can even give birth to a new Pokémon, so get two (or a Ditto).



| Tower 1F<br>(Both Versions) | Morning | Day | Night |
|-----------------------------|---------|-----|-------|
|                             | 35%     | 35% | 35%   |
|                             | 15%     | 15% | 15%   |
|                             | 10%     | 10% | 10%   |
|                             | 40%     | 40% | 40%   |

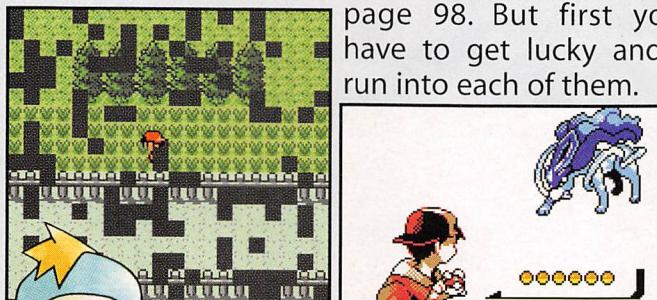
| Tower B1<br>(Both Versions) | Morning | Day | Night |
|-----------------------------|---------|-----|-------|
|                             | 35%     | 25% | 45%   |
|                             | 10%     | 10% | 10%   |
|                             | 40%     | 40% | 40%   |
|                             | 15%     | 25% | 5%    |

## Three New Legendary Pokémons

Raikou, Entei and Suicune split as soon as you free them, and will spend the rest of the game wandering from Route to Route in Johto. You'll meet them again when you get into a random battle and one appears instead of a local Pokémon, but no one knows when or where. But don't be afraid when you do encounter them: Instead of attacking, these level 40 Pokémons will run away immediately (you may get to attack first, so use Sleep if your active Pokémon has it, but don't try changing Pokémons). Any damage you do won't heal, so after enough random encounters, they may be wounded enough to catch.

Actually, there is an art to tracking and capturing these cowardly but powerful beasts, which we'll discuss on

page 98. But first you have to get lucky and run into each of them.



### E Battle Morty for the Fog Badge

The Ghost Gym is full of pitfalls that send you back to the beginning, so follow the arrow and stay in line with the Junior Trainers when you're moving horizontally. Of course, then you won't be able to avoid them, but that may be for the best. Morty is a tough opponent, and you need all the practice you can get.

There are a couple of ways to handle this gym. One is to come in with powerful Psychics (since all these Ghosts are part Poison) and try to K.O. them quickly. Kadabra is fast, so a high-level one can do a lot of damage. Another is to exploit the Normal-type resistance to Ghost by teaching a straight

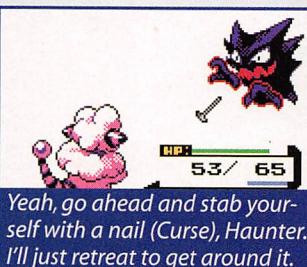
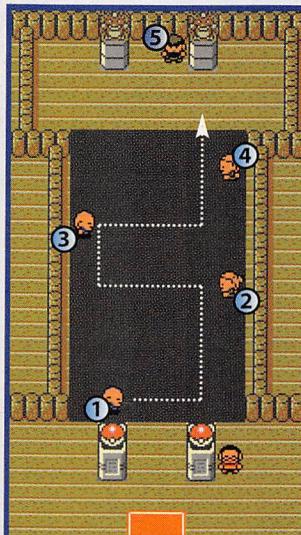
Normal Pokémon (like Sentret) a non-Normal attack, like

|        |          |      |
|--------|----------|------|
|        | Ping     | ¥512 |
| Gastly | Level 16 |      |

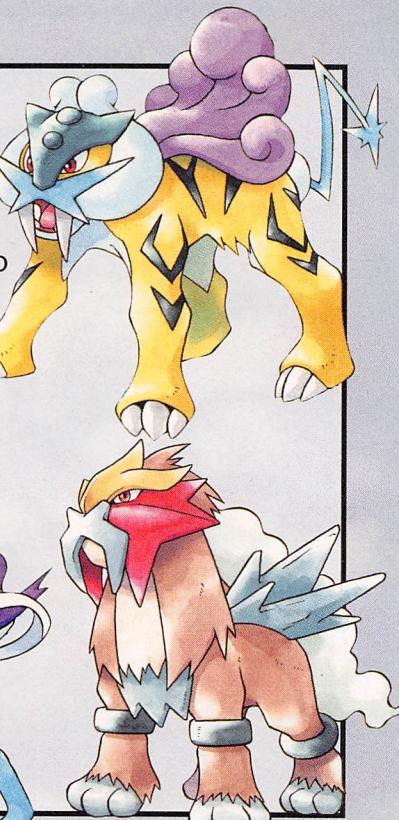
|         |          |      |
|---------|----------|------|
|         | Martha   | ¥800 |
| Gastly  | Level 18 |      |
| Gastly  | Level 20 |      |
| Haunter | Level 20 |      |

|         |          |      |
|---------|----------|------|
|         | Grace    | ¥800 |
| Haunter | Level 20 |      |
| Haunter | Level 20 |      |

|         |          |      |
|---------|----------|------|
|         | Jeffrey  | ¥704 |
| Haunter | Level 22 |      |



Surf or Dig. Most of the Ghosts won't be able to hurt it, except by using Curse, an attack that usually backfires (it costs the user 1/2 of its HP) and that you can easily get around by swapping out your Pokémon (unless you were hit with Mean Look). Also, Dark works great here, so use Pokémons with moves like Bite and Pursuit.



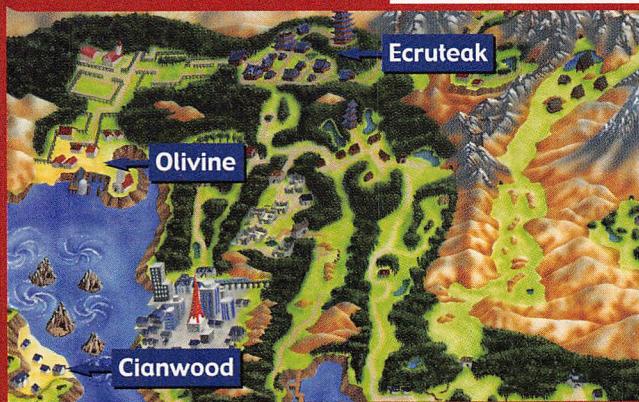
### F The Tin Tower



Once you've earned the Fog Badge, you'll be able to cross the short tunnel that begins at point F. This leads to the outskirts of town, near the Tin Tower where the Legendary Pokémon Ho-oh lives. But to get past the first floor of the tower, you'll need to come back later with the Rainbow Wing.



## SECTION F: THE MINERAL & STORM BADGES



You'll have to do some swimming, but the areas west of Ecruteak offer two badges in a row. It's a short trip, but we've added in some side quests you may want to attempt when you learn Surf and Strength. They're your only chance to get three rare (and very cool) Pokémons.

### ROUTE 38

section  
F-1



#### A Sign Up for the Snubbull Report

You know how this works: Trade phone numbers, and wait for the call. When you get it, come back and catch your Snubbull, 'cause the odds of catching one without it are beyond dismal.



|  |          |          |
|--|----------|----------|
|  | Harry    | £760     |
|  | Wooper   | Level 19 |
|  | Dana     | £432     |
|  | Flaaffy  | Level 17 |
|  | Psyduck  | Level 18 |
|  | Toby     | £408     |
|  | Doduo    | Level 15 |
|  | Doduo    | Level 16 |
|  | Doduo    | Level 17 |
|  | Chad     | £608     |
|  | Mr. Mime | Level 17 |
|  | Valerie  | £1496    |
|  | Hoppip   | Level 17 |
|  | Skiploom | Level 17 |

#### Farfetch'd

Farfetch'd is pretty much the same old Farfetch'd... Cute, but limited. It can now learn False Swipe, the move that hurts Pokémons without risk of K.O.'ing them, but it doesn't get that opportunity until level 44.



#### Snubbull

Snubbull is a Normal-type Pokémon that learns some nice early attacks like Ghost-type Lick and Dark-type Bite. But it doesn't learn too much after that, making it one of the less useful Normal-types.



##### Route 38 (Gold Version)

|  | Morning | Day | Night |
|--|---------|-----|-------|
|  | 20%     | 20% | -     |
|  | 20%     | 20% | 20%   |
|  | 10%     | 10% | 10%   |
|  | 20%     | 20% | 30%   |
|  | 20%     | 20% | 30%   |
|  | 9%      | 9%  | 9%    |
|  | 1%*     | 1%* | 1%*   |

\*Numbers increase during swarms

##### Route 38 (Silver Version)

|  | Morning | Day | Night |
|--|---------|-----|-------|
|  | 20%     | 20% | -     |
|  | 20%     | 20% | 20%   |
|  | 10%     | 10% | 10%   |
|  | 20%     | 20% | 30%   |
|  | 20%     | 20% | 30%   |
|  | 9%      | 9%  | 9%    |
|  | 1%*     | 1%* | 1%*   |

\*Numbers increase during swarms

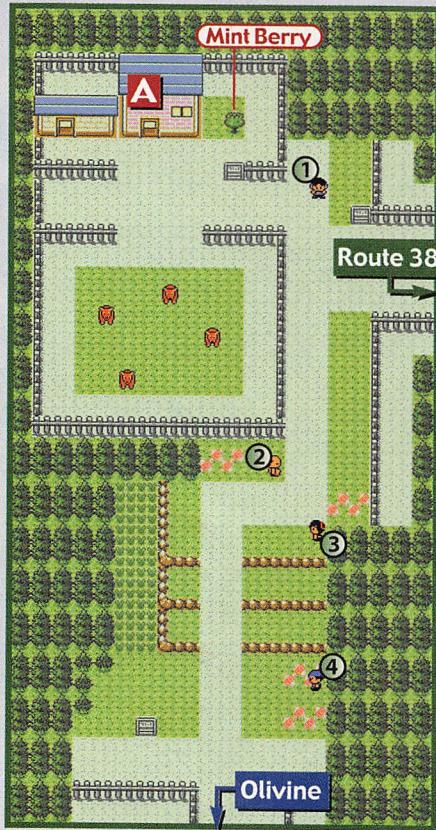
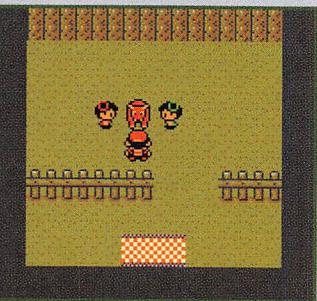


section  
**F-2**

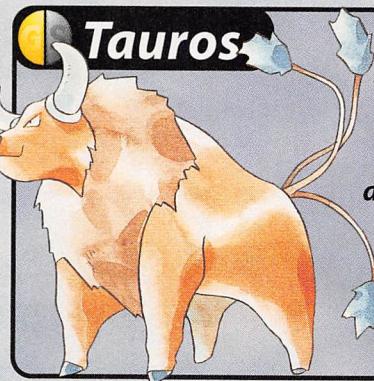
# ROUTE 39

## A Save the Miltank for TM 13 and Cheap Milk

The Miltank in this barn is sick, and only feeding it a bunch of Berries (around seven) will save it. There's a Berry tree nearby, but it may take you a few days to accumulate that many. They'll thank you with TM 13 (Snore, an attack which only works while you're asleep), and begin selling Milk (which heals 100 HP) for ₧500.



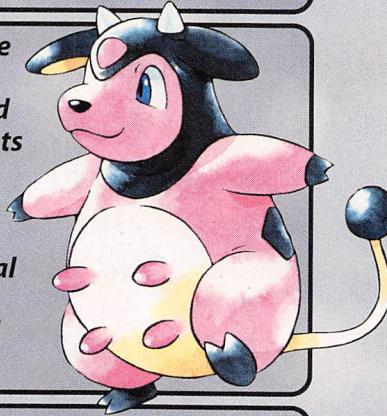
|   |                    |
|---|--------------------|
| 1 | Norman ₧640        |
| 2 | Derek ₧1360        |
| 3 | Pikachu Level 17   |
| 4 | Ruth ₧1360         |
|   | Pikachu Level 17   |
|   | Eugene ₧760        |
|   | Poliwhirl Level 17 |
|   | Raticate Level 17  |
|   | Krabby Level 19    |



There are way too many pure-Normal Pokémons to choose from in Gold and Silver, but Tauros is definitely one of the best. All of its stats are great except Special Attack, which it doesn't use anyway. For some reason Stomp has been replaced with Horn Attack, but it now learns Thrash at level 43.

## Miltank

Miltank is the female version of Tauros, and shares its Speed and some of its strength. It also gets two great healing moves: Milk Drink (level 19) which recovers HP and can be used on other Pokémons (like Softboiled), and Heal Bell (at level 53), which erases the negative status conditions of all of your Pokémons.

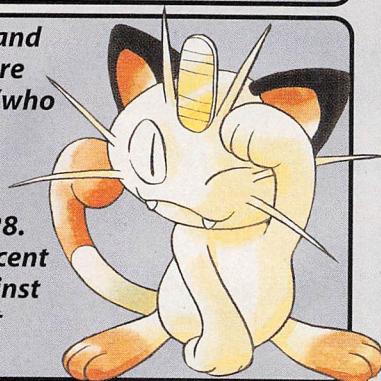


## Magnemite

There have been some big changes for little Magnemite. It's now Electric/Steel (instead of just Electric), which gives it resistance to everything except Ground, Fighting, and Fire (which it's weak to) and Water (which it isn't). And now it finally learns a decent late game attack, Zap Cannon, an Electric attack with a strength of 100 that always Paralyzes—but only hits half the time.

## Meowth

Meowth and Persian are only in Silver, but Gold players (who will get Mankey instead) aren't missing too much. Its only new move of note is Faint Attack (a Dark version of Swift), at level 28. That and Bite make Meowth decent against Psychics and great against Ghosts (who typically can't hurt Normal-types).



| Route 39<br>(Gold Version) | Morning | Day | Night |
|----------------------------|---------|-----|-------|
| Farfetch'd                 | 16%     | 16% | -%    |
| Magnemite                  | 20%     | 20% | 20%   |
| Tauros                     | 4%      | 4%  | 12%   |
| Rattata                    | 26%     | 26% | 26%   |
| Raticate                   | 30%     | 30% | 30%   |
| Miltank                    | 4%      | 4%  | 12%   |

| Route 39<br>(Silver Version) | Morning | Day | Night |
|------------------------------|---------|-----|-------|
| Farfetch'd                   | 20%     | 20% | -%    |
| Magnemite                    | 26%     | 26% | 26%   |
| Tauros                       | 4%      | 4%  | 12%   |
| Meowth                       | 20%     | 20% | 24%   |
| Raticate                     | 26%     | 26% | 26%   |
| Miltank                      | 4%      | 4%  | 12%   |

# OLIVINE CITY

section  
**F-3**

## A Where's the Olivine City Gym Leader?



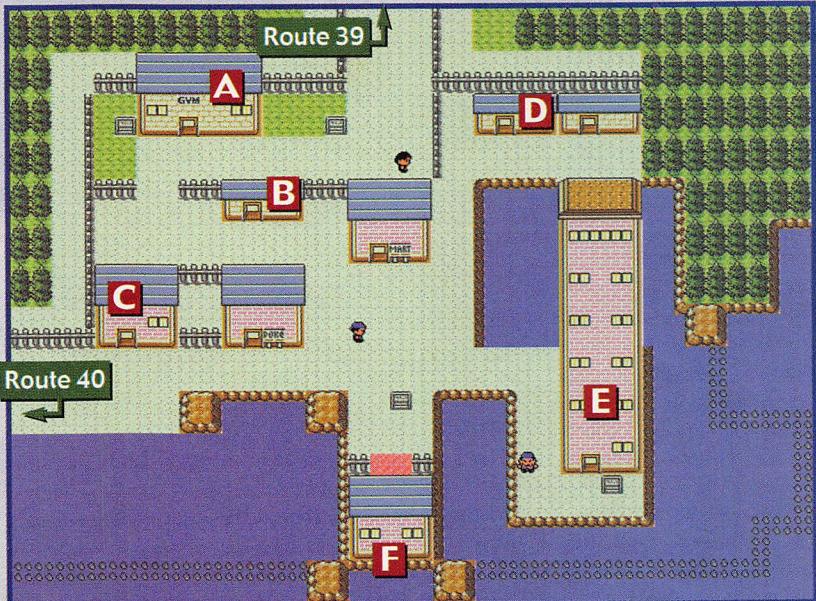
When you arrive in Olivine, you'll find your rival lurking near the Gym, but he isn't interested in you. He's looking for Jasmine, the Olivine Gym Leader. The word around town is that she's gone to the Lighthouse (E) to help a sick Pokémon.



## B Get the Good Rod (Finally!)

Another generous fisherman will give you the **Good Rod** here, so now you can finally catch some decent Water Pokémon. In fact, there are a bunch of good

things to fish for right here in Olivine City and its small harbor (see F, next page), including two new Gold/Silver Pokémon that you can catch with the Good Rod.



## C Pick Up HM 04 (Strength)

Yet another random act of kindness in Olivine: Talk to this Sailor and he'll give you **HM 04** (Strength) for free. Teach this to a Pokémon and not only will it learn a powerful Normal attack, it'll also be able to



push aside the rounded stones you see in certain dungeons. Now that we have this and Surf, it's a good time to do some backtracking (see page 51).

| Olivine City Fishing Chart | Old Rod | Good Rod | Super Rod |
|----------------------------|---------|----------|-----------|
| Magikarp                   | 80%     | 20%      | -         |
| Krabby                     | 20%     | 70%      | 55%       |
| Kingler                    | -       | -        | 10%       |
| ???*                       | -       | 10%*     | 35%*      |
| Staryu*                    | -       | 10%*     | 35%*      |

\*??? cannot be found at night,  
Staryu can only be found at night

| Poké Mart    |      |
|--------------|------|
| GREAT BALL   | 600  |
| SUPER POTION | 700  |
| HYPER POTION | 1200 |
| ANTIDOTE     | 100  |
| PARLYZ HEAL  | 200  |
| AWAKENING    | 250  |
| ICE HEAL     | 250  |
| SUPER REPEL  | 500  |
| SURF MAIL    | 50   |

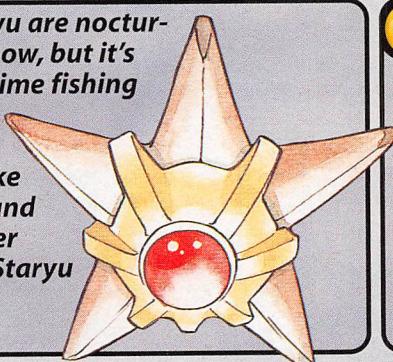
## D Swap a Krabby for a Voltorb

This isn't a particularly exciting trade, since you'll have opportunities to catch wild Voltorb, but you might as well go for it. After all, you can just step outside this guy's front door and fish up an extra Krabby right here and now.



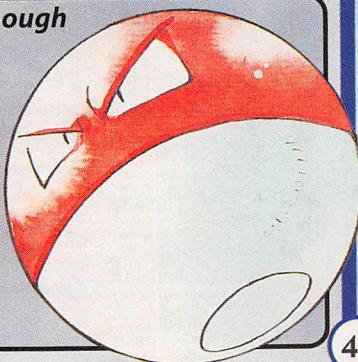
## E Staryu

Staryu are nocturnal now, but it's worth setting up a nighttime fishing trip to catch one. Staryu and Starmie have solid stats, learn new moves like Rapid Spin (at level 13), and get old moves like Recover much earlier. Stick with Staryu until level 47 before you evolve it.



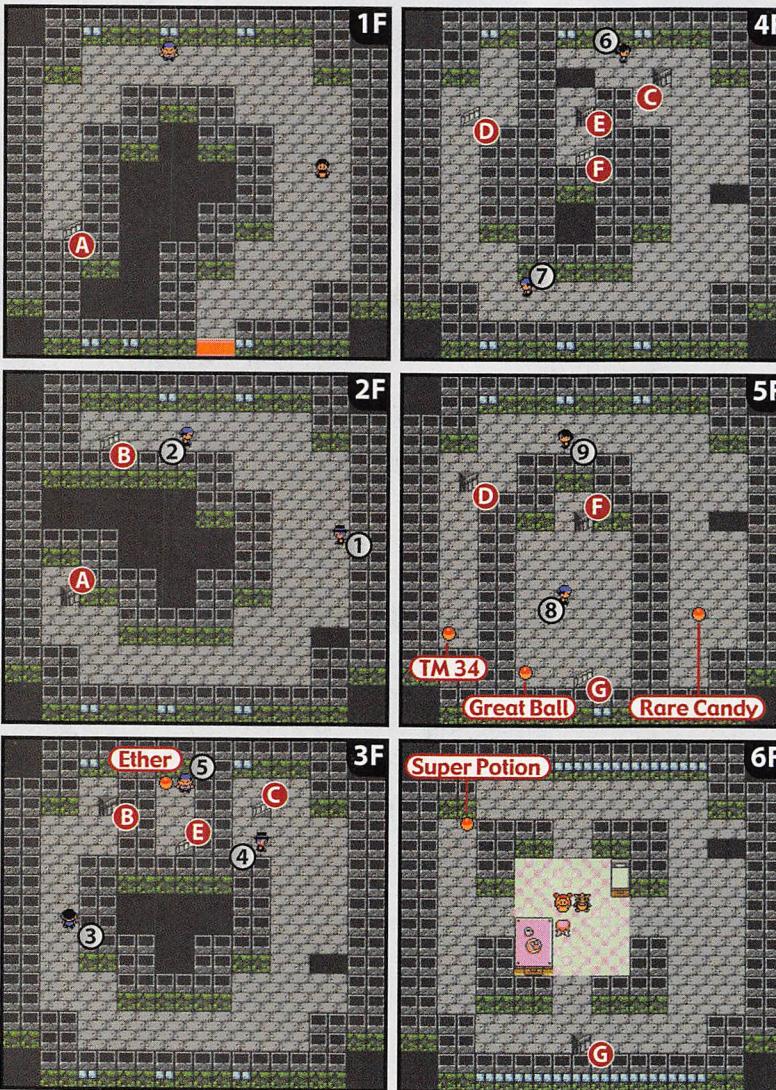
## F Voltorb

Even though it looks just as Steel as Magnemite, Voltorb is still pure Electric. This is good, 'cause it means it gets to keep its incredible Speed. Use a TM to teach Thunder to its evolved form, Electrode, and you'll have a first turn K.O.'ing machine.



# E Olivine City Lighthouse

There are no Pokémon in this dark tower, only a series of relatively easy trainers. Some of them can be avoided, but don't miss the Gentlemen, since they carry a ton of cash. The only other trick here is to fall through the pit above staircase E on level 4; that's the way to get the central staircase that will take you



to the top floor. But make sure to head up to the dead end on level 5 anyway to get the Rare Candy and TM 34 (Swagger).

At the top you'll find Jasmine, and her ailing Pokémon, but she still won't be willing to accept any challenges. You'll need to travel to Cianwood and bring her back medicine first.

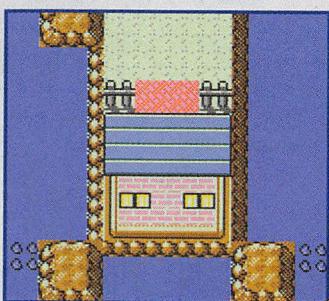


|   |   |   |   |
|---|---|---|---|
|    | <b>Alfred</b><br>P1440  |    | <b>Preston</b><br>P1296   |
| <b>Noctowl</b><br>Level 20  |    | <b>Growlithe</b><br>Level 18  |    |
|    | <b>Huey</b><br>P720   |    |   |
| <b>Poliwag</b><br>Level 18  |    | <b>Terrell</b><br>P800  |    |
| <b>Poliwhirl</b><br>Level 18  |   | <b>Machop</b><br>Level 18   |   |
|  | <b>Derek</b><br>P352  |   | <b>Machop</b><br>Level 18   |
| <b>Pidgey</b><br>Level 17   |  | <b>Connie</b><br>P504   |  |
| <b>Pidgey</b><br>Level 15   |  | <b>Marill</b><br>Level 21   |  |
| <b>Pidgey</b><br>Level 19   |  |  | <b>Kent</b><br>P800   |
| <b>Pidgey</b><br>Level 15   |  |  | <b>Spearow</b><br>Level 18  |
| <b>Pidgey</b><br>Level 15   |  |  | <b>Spearow</b><br>Level 18  |
|  | <b>Denis</b><br>P432  |  | <b>Fearow</b><br>Level 20   |

## **F Great Fishing in Olivine Harbor**

There are no ships sailing today, but the harbor is still worth a visit for the great fishing opportunities. In addition to an early chance to catch a Sheldder, you can hook a mystery

| Olivine Harbor<br>Fishing Chart  | Old Rod | Good Rod | Super Rod |
|--|---------|----------|-----------|
|  Magikarp   | 90%     | 40%      | -         |
|  Shellder   | -       | 25%      | 30%       |
|  Tentacool  | 10%     | 10%      | -         |
|  Tentacruel | -       | -        | 10%       |
|  ???        | -       | 25%      | 50%       |
|  ???        | -       | -        | 10%       |



Pokémon with a mix of types that will be a big help in getting through Route 40+41.

 Shellder

*Shellder's evolved form, Cloy-  
ster, was a favorite of ours in  
Red/Blue/Yellow, but now that  
Special has been split into two  
stats, we're finding its low  
Special Defense to be a problem  
in battle. But we do love that it  
learns Ice attack Aurora  
Beam at level 17 now.*

*Cémon are  
but very  
useful  
versus  
the Elite  
Four.*



# ROUTE 40+41

section

F-4

**Head Straight to Cianwood** Ignore the islands that you'll swim past on the way to Cianwood. The Legendary Lugia lives in the islands' network of caves, but you'll need HM 06 to get past the Whirlpools, and the Silver Wing to get to Lugia.

**A Uncover a Shuckle** If you use Rock Smash on the cracked rocks at the beach, you may uncover a Krabby or a Shuckle (if you get nothing, just leave, come back, and try again). Shuckle can be tricky to catch, so you may want to wait for the freebie in Cianwood.



catch, so you may want to wait for the freebie in Cianwood.



Route 40 - G/S  
Route 41 - S

|            | Morning | Day | Night |
|------------|---------|-----|-------|
| Tentacool  | 84%     | 84% | 84%   |
| Tentacruel | 16%     | 16% | 16%   |

Route 41  
(Gold Version)

|            | Morning | Day | Night |
|------------|---------|-----|-------|
| Tentacool  | 80%     | 80% | 80%   |
| Tentacruel | 16%     | 16% | 16%   |
| ???        | 4%      | 4%  | 4%    |

NOTE: The above charts list Pokémon you'll encounter while swimming. In Route 41 there is a new Pokémon in the Gold version only.

Route 40  
Fishing Chart

|          | Old Rod | Good Rod | Super Rod |
|----------|---------|----------|-----------|
| Magikarp | 80%     | 20%      | -         |
| Krabby   | 20%     | 70%      | 55%       |
| Kingler  | -       | -        | 10%       |
| ???      | -       | 10%*     | 35%*      |
| Staryu*  | -       | 10%*     | 35%*      |

\*?? cannot be found at night,  
Staryu can only be found at night

NOTE: The fishing chart for Route 41 (the island area) is the same as the chart for Olivine Harbor.

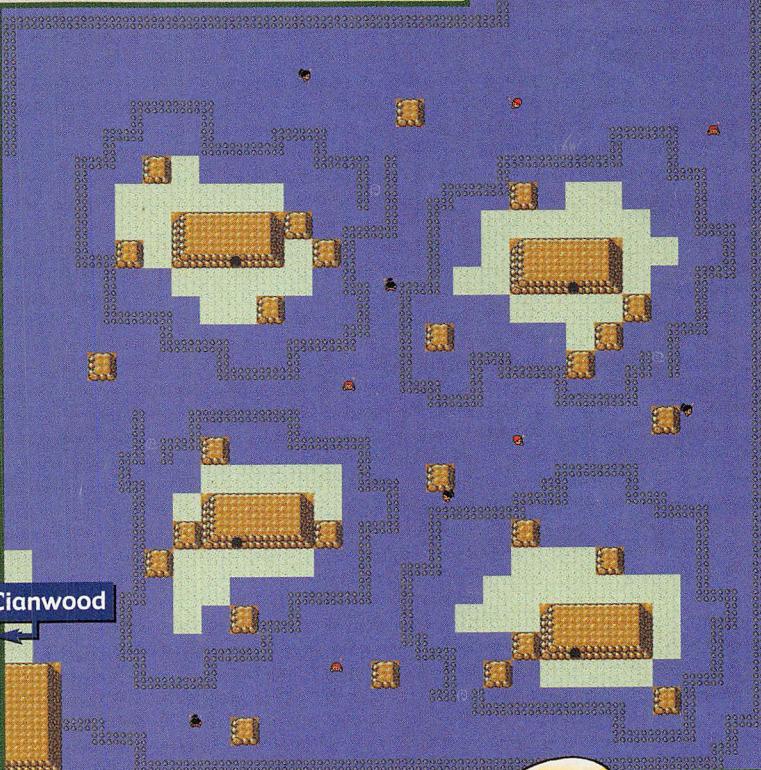
## C Junior Trainers Aplenty

We don't have space to list the rosters of the 14 Junior Trainers in this area. But we will say that their Pokémon are all Water-types, so bring lots of Electric and Grass Pokémon. Or just avoid them—Swimmers never carry much cash.



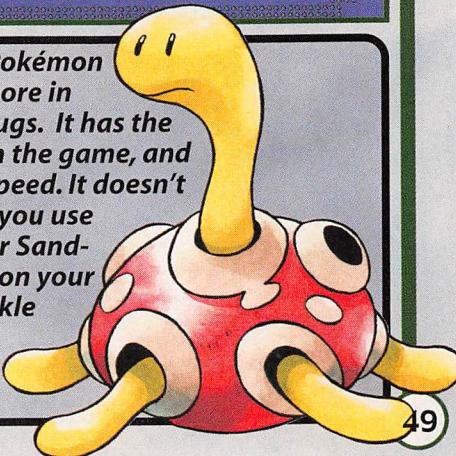
## B Miss Monday

If you shirk work and hit the beach on a Monday, Monica will give you the Sharp Beak, which powers up the Flying-type attacks of the Pokémon that holds it.

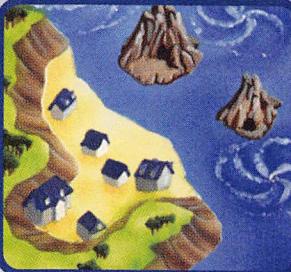


## D Shuckle

This Rock/Bug Pokémon definitely has more in common with Rock-types than other Bugs. It has the highest Defense and Special Defense in the game, and the worst Attack, Special Attack, and Speed. It doesn't naturally learn any good moves, but if you use TM's to teach it stuff like Toxic, Curse, or Sandstorm, you'll have a nasty little combo on your hands. Here's a weird trick: Make Shuckle hold a Berry, use Shuckle in battle, and the Berry turns into Berry Juice (which heals 20 HP instead of 10).



# section F-5 CIANWOOD ISLAND



## A Get Jasmine's Medicine

The pharmacist in this small building will give you the *Secret Potion* that Jasmine needs. If you then leave and come back, he'll start selling a small selection of normal medicines including the handy, space-saving Full Heal, which can cure any status condition.



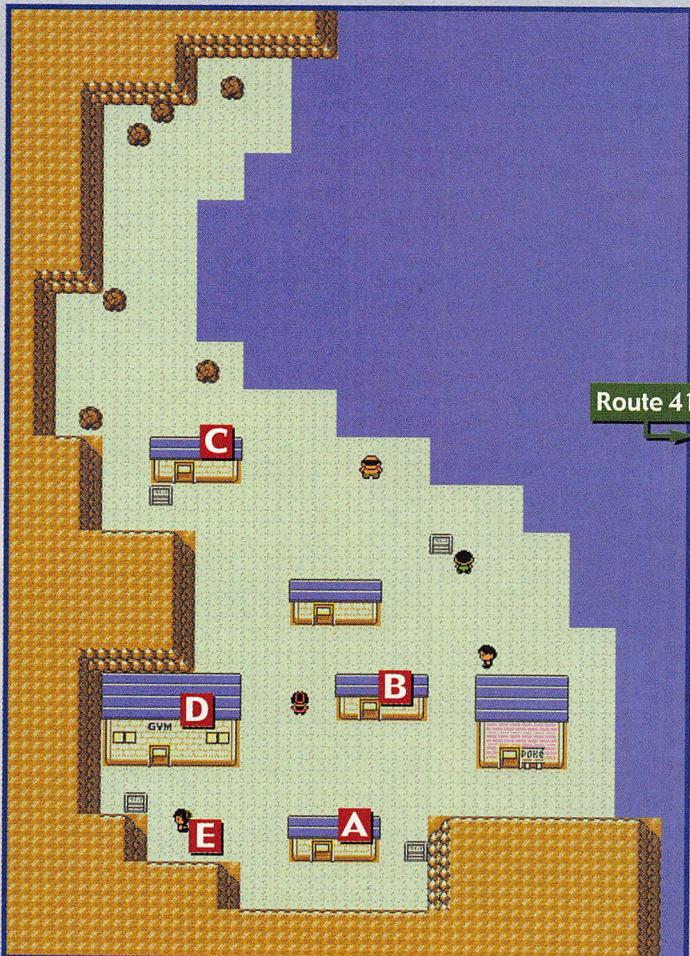
### Poké Mart

|                     |             |
|---------------------|-------------|
| <b>POTION</b>       | <b>300</b>  |
| <b>SUPER POTION</b> | <b>700</b>  |
| <b>HYPER POTION</b> | <b>1200</b> |
| <b>FULL HEAL</b>    | <b>600</b>  |
| <b>REVIVE</b>       | <b>1500</b> |

as you keep it happy, it's yours to keep.

## B Give Shuckie a Good Home

The guy in this house is so concerned about his Pokémon being stolen that he'll give it to you for safe-keeping. It's a Shuckle named Shuckie, and as long



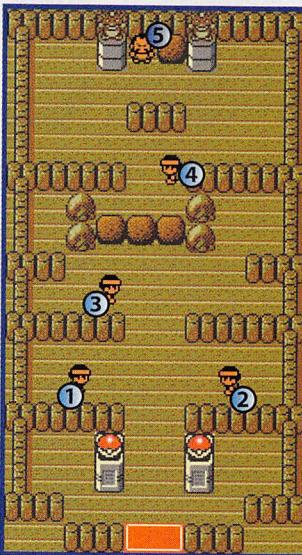
## C The Pokémon Photographer

If you have a Game Boy Printer, this guy will be happy to take free photos of your Pokémon. The printed versions show the Pokémon's picture, its moves, and all of its stats.

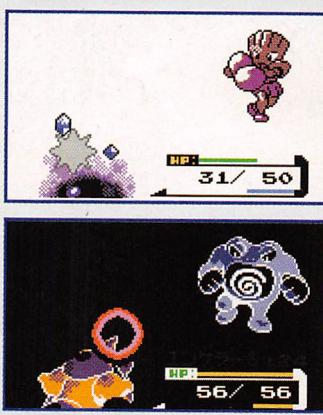


## D Battle Chuck for the Storm Badge

All of the Pokémon in this Gym are Fighting-type, but there's no simple trick to getting through it. Most of the fighters have non-Fighting type attacks to take care of Ghost Pokémon, so pack your roster mainly with quick Psychics (who can get a K.O. before they're flattened by the counterattack) and tough Flyers (especially ones with Flying attacks).



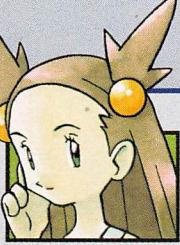
|   |                               |
|---|-------------------------------|
| 1 | <b>Yoshi</b><br>£648          |
| 2 | <b>Hitmonlee</b><br>Level 27  |
| 3 | <b>Lao</b><br>£648            |
| 4 | <b>Lung</b><br>£600           |
| 5 | <b>Hitmonchan</b><br>Level 27 |
| 1 | <b>Mankey</b><br>Level 23     |
| 2 | <b>Mankey</b><br>Level 23     |
| 3 | <b>Primeape</b><br>Level 25   |
| 4 | <b>Chuck</b><br>£3000         |
| 5 | <b>Primeape</b><br>Level 27   |
| 1 | <b>Machop</b><br>Level 25     |
| 2 | <b>Machoke</b><br>Level 25    |
| 3 | <b>Poliwrath</b><br>Level 30  |



## E Time to Fly!

Once you've defeated Chuck, this young lady will give you HM 02 (Fly). Teach it to a Flying-type Pokémon and soar back to Olivine.

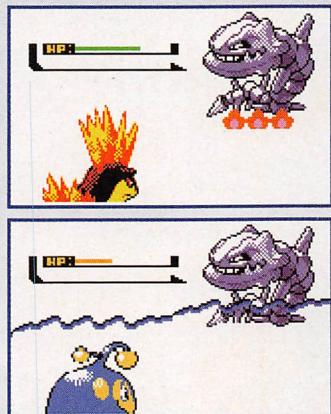




|           |          |       |
|-----------|----------|-------|
| 1         | Jasmine  | ¥3500 |
| Magnemite | Level 30 |       |
| Steelix   | Level 35 |       |
| Magnemite | Level 30 |       |

#### D Battle Jasmine for the Mineral Badge

No puzzles, no tricks, no Junior Trainers... Just Jasmine, two Magnemite, and a big, angry Steelix. Steel is vulnerable to Fire, and Ground. A pure Ground Pokémon would be especially great here, since it would also be protected from the Magnemite's electricity. But if you don't have a good one at this point, try using your best Fire Pokémon, a Machop, and any Water Pokémon. Water is weak against Magnemite, but great against part-Ground Steelix, who is the real threat here.



## JOHTO SIDE QUESTS F-6

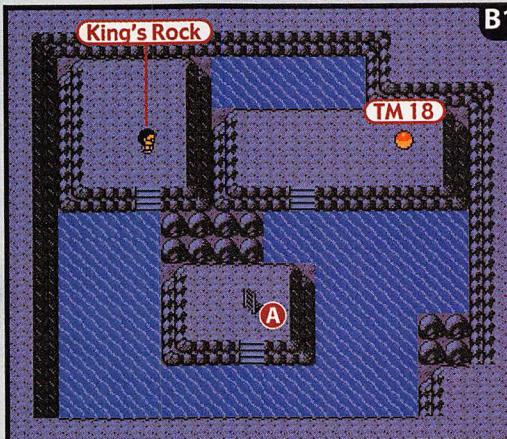
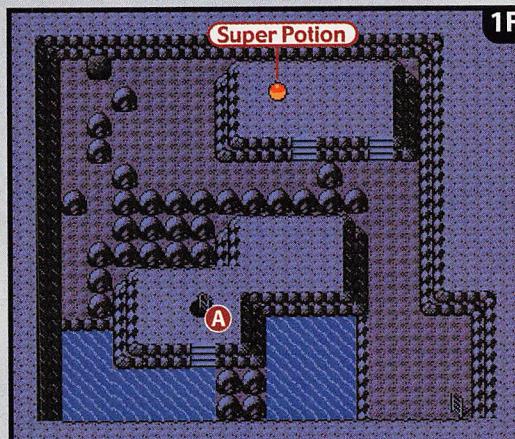
Now that you have Surf, Strength, and Fly, it's a good time to do some backtracking and pick up a few Items and Pokémon that we couldn't get to before. These are all optional, so feel free to skip ahead.



#### Valuable Items in the Slowpoke Well

TM 18 (Rain Dance) isn't that great. But the King's Rock is all that and then some. When held, that Pokémon's attacks get a small chance of making an opponent Flinch and lose their turn (so give it to a speedy Pokémon). And if it's equipped by a Poliwhirl or Slowbro when traded, that Pokémon will evolve into a new form.

| Well B1<br>(Both Versions) | Morning | Day | Night |
|----------------------------|---------|-----|-------|
| Zubat                      | 65%     | 65% | 65%   |
| Golbat                     | 15%     | 15% | 15%   |
| Slowpoke                   | 20%     | 20% | 20%   |
| Slowpoke                   | 70%     | 70% | 70%   |
| Slowbro                    | 30%     | 30% | 30%   |



#### Get TM 20 in the Burned Tower



If you jump into the pit in the northeast corner of the Tower's first floor, you'll end up near here. Use Strength to push aside the rock, and get TM 20 (Endure), which can keep your Pokémon from being K.O.'ed for a few turns.



#### The Elite Trio of Route 34

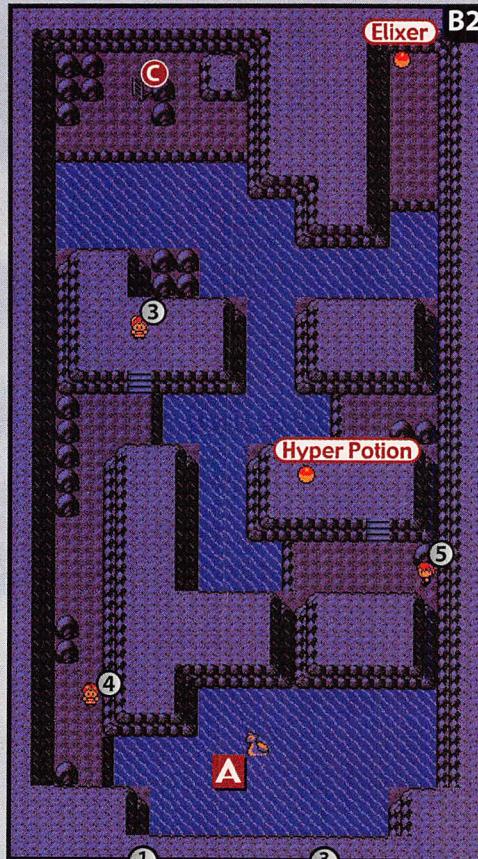
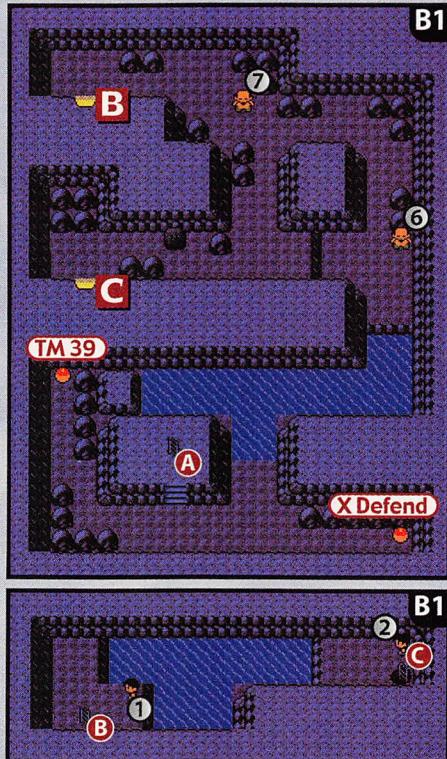
If you use Surf near the water on the West side of Route 34, and sail south, you'll come across these three elite trainers. There's no pause to heal between the first two fights, so come prepared: Good Electric Pokémon like Flaaffy and Grass Pokémon like Sunflora are a must here. Victory will earn you the Soft Sand that powers up Ground-type attacks.

|                     |                     |                      |
|---------------------|---------------------|----------------------|
| Irene<br>¥1152      | Jenn<br>¥1248       | Kate<br>¥1344        |
| Goldeen<br>Level 22 | Staryu<br>Level 24  | Shellder<br>Level 26 |
| Seaking<br>Level 24 | Starmie<br>Level 26 | Cloyster<br>Level 28 |

## SIDE QUESTS (cont.)



## Lapras Lurks in the Union Cave



### A It Only Comes Out on Fridays...



No one knows why Lapras only comes out on Fridays, but it never misses a one. It's resilient as well as punctual; if you accidentally

K.O. it, it will still return the next week. Still, you probably don't want to wait (after all, Lapras is one of the best Pokémon in the game), so fight carefully and use Heavy Balls if you got 'em.

### B C Take the Back Doors to the Ruins

If you're planning to continue your exploration of the Ruins of Alph (see next page), make sure to

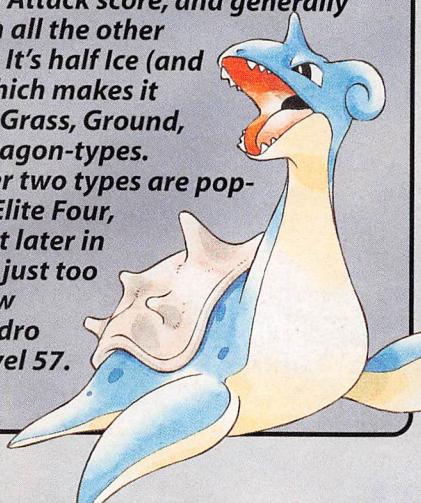


go through these two exits. Each one leads to a different part of the Ruins of Alph that is otherwise inaccessible.

|   | Cave B2<br>(Both Versions) | Morning | Day | Night |
|---|----------------------------|---------|-----|-------|
| 1 | Geodude                    | 20%     | 20% | 20%   |
| 2 | Onix                       | 10%     | 10% | 10%   |
| 3 | Rattata                    | 10%     | 10% | 10%   |
| 4 | Raticate                   | 20%     | 20% | 20%   |
| 5 | Zubat                      | 20%     | 20% | 20%   |
| 6 | Golbat                     | 20%     | 20% | 20%   |
| 7 | Tentacool                  | 40%     | 40% | 40%   |
| 8 | Tentacruel                 | 20%     | 20% | 20%   |
| 9 | Quagsire                   | 40%     | 40% | 40%   |

### Lapras

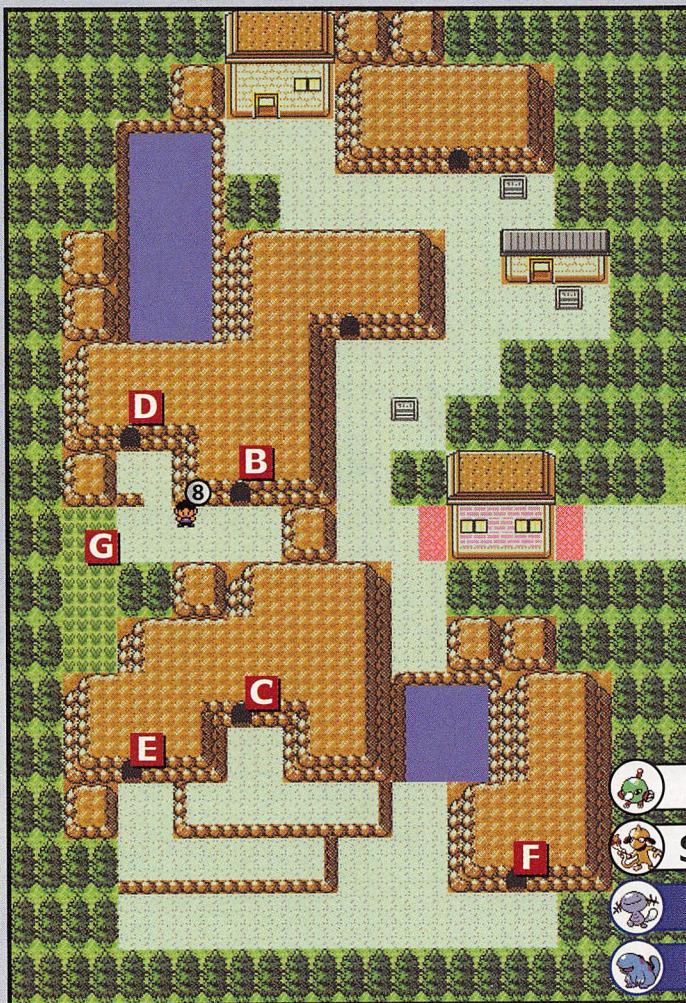
It's a lot of trouble getting to this guy, but it's always worth it. Lapras has a ton of HP, a meaty Special Attack score, and generally good scores in all the other departments. It's half Ice (and half Water) which makes it great against Grass, Ground, Flying, and Dragon-types. Since the latter two types are popular with the Elite Four, Lapras is great later in the game. It's just too bad that it now can't learn Hydro Pump until level 57.



|   |                 |                        |                       |
|---|-----------------|------------------------|-----------------------|
| 1 | Andrew<br>£1440 | Marowak<br>Level 24    | Eevee<br>Level 26     |
| 2 | Calvin<br>£1560 | Marowak<br>Level 24    | Vaporeon<br>Level 22  |
| 3 | Gwen<br>£1056   | Kangaskhan<br>Level 26 | Flareon<br>Level 22   |
| 4 | Emma<br>£1344   | Jolteon<br>Level 22    | Poliwhirl<br>Level 28 |
| 5 | Nick<br>£1248   | Charmander<br>Level 26 |                       |

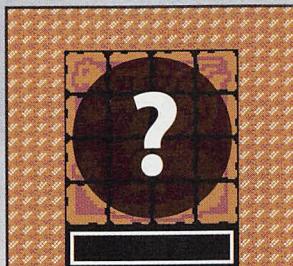
|   |                     |                      |                       |
|---|---------------------|----------------------|-----------------------|
| 6 | Leonard<br>£800     | Squirtle<br>Level 26 | Bulbasaur<br>Level 26 |
| 7 | Geodude<br>Level 23 | Machop<br>Level 25   |                       |
| 8 | Phillip<br>£736     | Geodude<br>Level 23  | Geodude<br>Level 23   |
| 9 | Geodude<br>Level 23 | Graveler<br>Level 25 |                       |

## More Mysteries in the Ruins of Alph

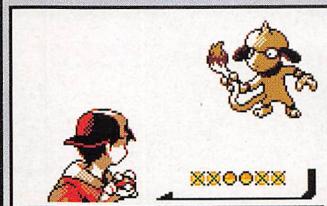


### D E F Egads! More Puzzles!

You can swim to one of the sliding puzzle rooms, but the other two will require exiting from special areas (points B and C) of the Union Cave. The three new puzzles are much harder, since they're not symmetrical like the first one (the solutions are on page 104). Each one you solve releases more new Unown variations into the Ruins.



### G Natu, Smeargle, and a Trainer



| Ruins of Alph<br>(Both Versions) | Morning | Day | Night |
|----------------------------------|---------|-----|-------|
| Natu                             | 88%     | 88% | 88%   |
| Smeargle                         | 12%     | 12% | 12%   |
| Wooper                           | 50%     | 50% | 50%   |
| Quagsire                         | 50%     | 50% | 50%   |

w i t h o u t them. Watch out for the lone trainer!

|   |           |          |
|---|-----------|----------|
| 8 | Nathan    | ¥832     |
|   | Girafarig | Level 26 |

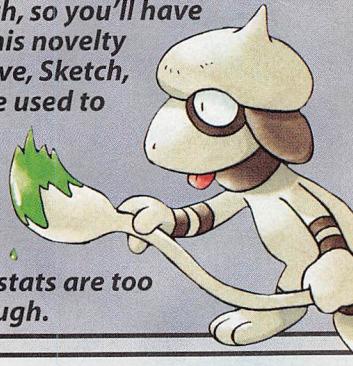
### Natu



This little bird is hyper cute and evolves into one of my favorite-looking Pokémon. But as a fighter, this Psychic/Flying combo has nothing on Lugia. Its stats are very mediocre, and it doesn't get many good attacks. And while Natu can Teleport you back to the last Pokémon Center you visited, it can't learn to Fly for real (evolved form Xatu can, however).

### Smeargle

Shy Smeargle doesn't come out much, so you'll have to be patient to catch one. This novelty Pokémon learns only one move, Sketch, every 10 levels. Sketch can be used to copy-permanently—the last attack used on Smeargle. So with a lot of effort (it won't work versus humans), you can set up Smeargle with the best attacks in the game. Its stats are too low to do much with 'em, though.



## And While We're in the Neighborhood...

### Pick up Stray Items in Violet City

If you check the map on page 22, you'll see a hidden PP Up and a Rare Candy past Surf-able ponds.

### Catch a Psyduck in Ilex Forest

If you Surf in the Ilex Forest until you're attacked, you'll encounter an elusive Psyduck (evolved form Golduck may also appear). You can also catch these Water Pokémon by Surfing near Route 35.

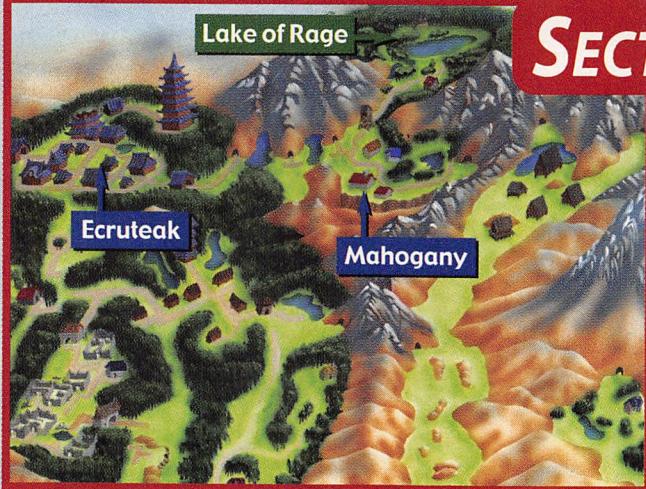
### Grab Cherrygrove's Mystic Water

Cherrygrove City is just a 1-second flight away, so you should drop by and get the Mystic Water from the guy in the island. When equipped, it will power up your Pokémon's Water-type attacks.



## SECTION G: THE GLACIER BADGE

Six badges down, only two to go! Our next stop will take us east from Ecruteak to Mahogany, a town that's fallen under the dark shadow of Team Rocket. But before we can get into that gym, we'll need to visit the Lake of Rage and research the rumors of a Red Gyarados with the help of an old friend.



### section G-1

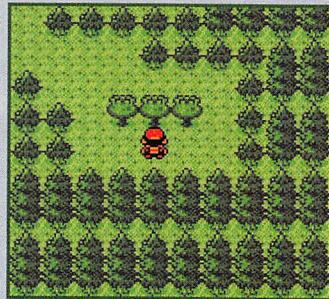
## ROUTE 42

### A Ignore the Caves For Now

You'll pass three entrances to Mount Mortar as you cross Route 42, but you can't get to the caves' ultimate prize (an exclusive Pokémon) without HM 07 (Waterfall). So we'll cover Mt. Mortar on page 66. For the time being, our business is in Mahogany.

### B Three Rare Apricorn Trees

You'll need to Cut your way into this private Apricorn grove, but it's well worth it. It's the only place in the game where you can get Peach, Green, and Yellow Apricorns, which can be made into Love, Friend, and Moon Balls.



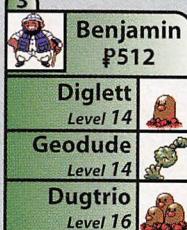
exclusive Pokémon)

without HM 07 (Waterfall). So we'll cover Mt. Mortar on page 66. For the time being, our business is in Mahogany.

|  | Route 42<br>(Gold Version) | Morning | Day | Night |
|--|----------------------------|---------|-----|-------|
|  | <b>Spearow</b>             | 35%     | 25% | -     |
|  | <b>Mankey</b>              | 25%     | 25% | 25%   |
|  | <b>Mareep</b>              | 25%     | 35% | 25%   |
|  | <b>Flaaffy</b>             | 15%     | 15% | 15%   |
|  | <b>Zubat</b>               | -       | -   | 35%   |

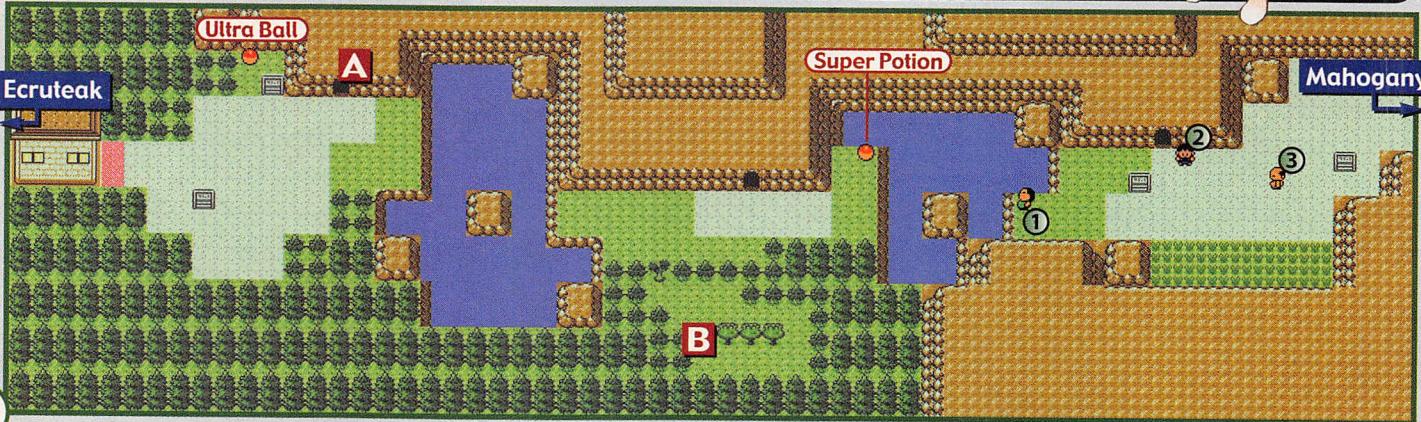


|  | Route 42<br>(Silver Version) | Morning | Day | Night |
|--|------------------------------|---------|-----|-------|
|  | <b>Spearow</b>               | 30%     | 20% | -     |
|  | <b>Mareep</b>                | 55%     | 65% | 65%   |
|  | <b>Flaaffy</b>               | 15%     | 15% | 15%   |
|  | <b>Zubat</b>                 | -       | -   | 20%   |



### Mankey

Fighting Pokémons are still few and far between. Mankey was underpowered in Red, Blue and Yellow, but they've done a lot to improve it in Gold (it can't be found in Silver). It finally gets a strong late game Fighting move, (Cross Chop), and early moves like Karate Chop have been powered up.

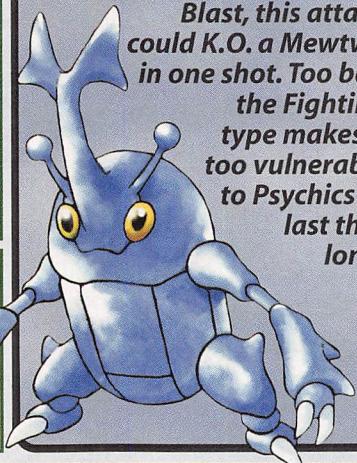


**C More Headbutting Fun!**

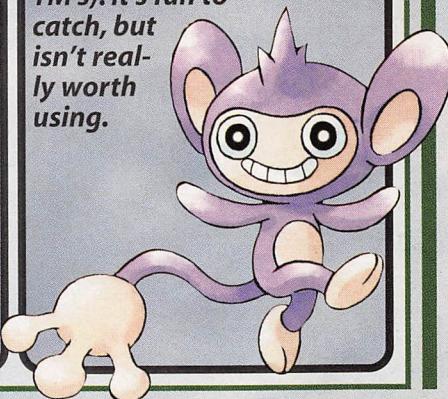
Remember when you Headbutted all those trees to get a Pineco and Exeggutor? Well, it's time to start Headbutting again, 'cause starting with Route 42, there's a whole new assortment of Pokémon to dislodge. You'll get a lot of Spearow, but you'll also knock down new Poké-mon Heracross and Aipom. If you've lost the Poké-mon that knew how to Headbutt, you can re-buy the TM (#02) in Goldenrod City.

**S Heracross**

*Heracross is an interesting mix of Bug and Fighting types, and it alone learns Bug's new super attack, Megahorn. The Bug equivalent of Lightning and Fire Blast, this attack could K.O. a Mewtwo in one shot. Too bad the Fighting type makes it too vulnerable to Psychics to last that long.*

**Aipom**

*This disturbing Poké-mon is one of 32 pure-Normal Poké-mon in Gold and Silver. Aipom is quick, but has otherwise unimpressive stats and a poor collection of moves (although it can learn a bunch of TM's). It's fun to catch, but isn't really worth using.*

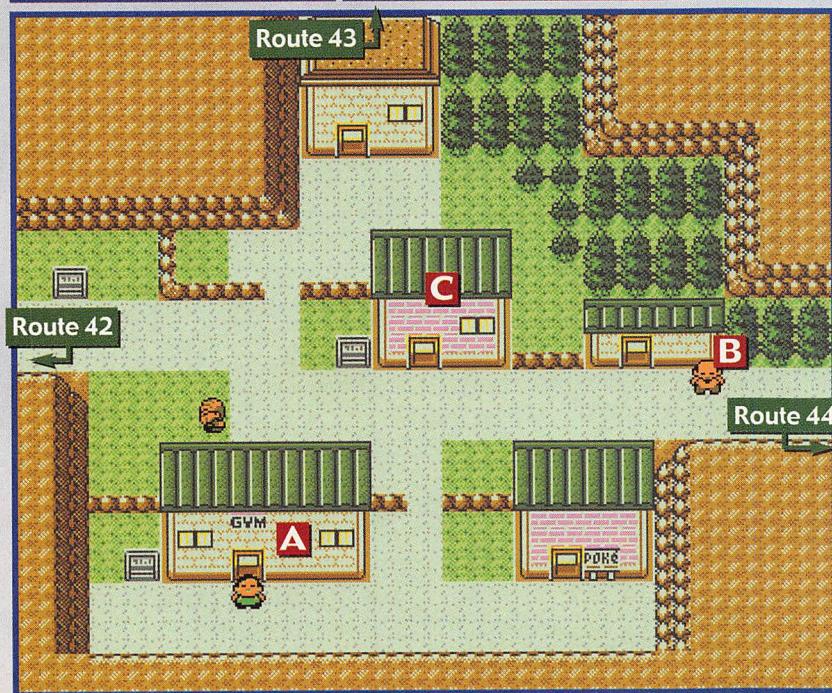
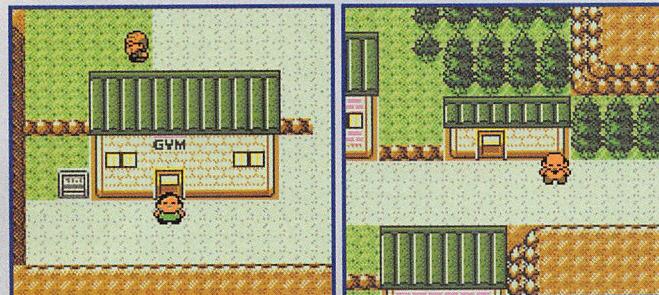


# MAHOGANY TOWN G-2

section

**A B What's Going on Here?**

Something's wrong in Mahogany, and it shouldn't take three guesses to figure out who's to blame. Team Rocket has the Gym blocked, and the path to Route 44 shut down. (The guy who blocks your way will offer to sell you candy bars for 300 bucks, but won't let you pass whether you buy them or not). That leaves you no choice but to head North to Route 43 (and the Lake of Rage).

**C A Very Unusual Item Shop**

Instead of the usual staples, this item shop sells odd items like Tinymushrooms and Slowpoketails. Both of these items have no real use (they can be resold for the same price), and the shop will revert to a normal store when all of this Team Rocket madness has been cleared up.

**Shop (Before)**

|              |      |
|--------------|------|
| TINYMUSHROOM | 500  |
| SLOWPOKETAIL | 9800 |
| POKé BALL    | 200  |
| POTION       | 300  |

**Shop (After)**

|              |      |
|--------------|------|
| RAGECANDYBAR | 300  |
| GREAT BALL   | 600  |
| SUPER POTION | 700  |
| HYPER POTION | 1200 |
| ANTIDOTE     | 100  |
| PARLYZ HEAL  | 200  |
| SUPER REPEL  | 500  |
| REVIVE       | 1500 |
| FLOWER MAIL  | 50   |

**A Team Rocket Demands an Exorbitant Toll**

Team Rocket has taken over the guardhouse on the east side of Route 43. They'll be plenty happy to let you pass... For 1,000 bucks. If you don't want to pay, you'll have to loop around to the west. But that may be for the best; the grassy areas along Route 43 are the only places in the game where you can catch a very cool new Pokémon.

After you've crushed the Rockets, the guardhouse will fall back into friendly hands, and you'll be allowed to pass freely. And the new guard will thank you with TM 36 (Sludge Bomb), an awesome Poison-type attack.

**B**

Lake of Rage

**B The Western Path to the Lake**

Follow path B to the Lake of Rage area, and you'll arrive at this man's home. He'll give you TM 10 (the very odd Hidden Power skill). Continue east for TM 43 (Detect), a skill that lets you avoid your opponent's next attack, but fails when you use it repeatedly. It combines well with Poison skills and Curse.

|           |          |       |
|-----------|----------|-------|
| 1         | Spencer  | £380  |
| Sandshrew | Level 17 |       |
| Sandslash | Level 17 |       |
| Zubat     | Level 17 |       |
| 2         | Tiffany  | £400  |
| Clefairy  | Level 20 |       |
| 3         | Brent    | £1140 |
| Lickitung | Level 19 |       |
| 4         | Marvin   | £600  |
| Magikarp  | Level 10 |       |
| Gyarados  | Level 10 |       |
| Magikarp  | Level 15 |       |
| Gyarados  | Level 15 |       |
| 5         | Ron      | £1140 |
| Nidoking  | Level 19 |       |
| 6         | Ben      | £1140 |
| Slowbro   | Level 19 |       |



I can't reveal the new Pokémon in this area, so here's a picture of Flaaffy. Everyone loves Flaaffy!

**C Mr. Wednesday's Blackbelt**

Wesley, the man in this corner of the Lake of Rage (see map) only comes out on Wednesdays. He'll give you a Blackbelt, which strengthens Fighting-type attacks.

|  | Route 43<br>Both Versions | Morning | Day | Night |
|--|---------------------------|---------|-----|-------|
|  | Pidgeotto                 | 15%     | 20% | -     |
|  | Venonat                   | 15%     | -   | 20%   |
|  | Mareep                    | 30%     | 40% | 30%   |
|  | Flaaffy                   | 15%     | 15% | 15%   |
|  | Hoothoot                  | 25%     | 25% | 25%   |
|  | ???                       | -       | -   | 10%   |

# LAKE OF RAGE

section  
**G-4**



## D Capture the Red Gyarados

You don't need to capture this Gyarados to proceed, but you do need to battle it, so you might as well. After all, when are you ever gonna see another red Gyarados? Whether you capture it or K.O. it, you'll get the **Red Scale** when the battle is over. Take this to Mr. Pokémon way back on Route 30 and he'll swap it for an **EXP Share**.



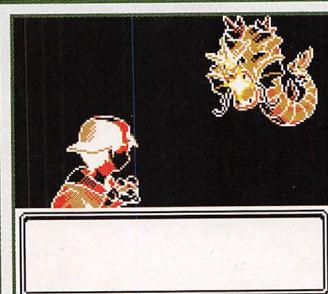
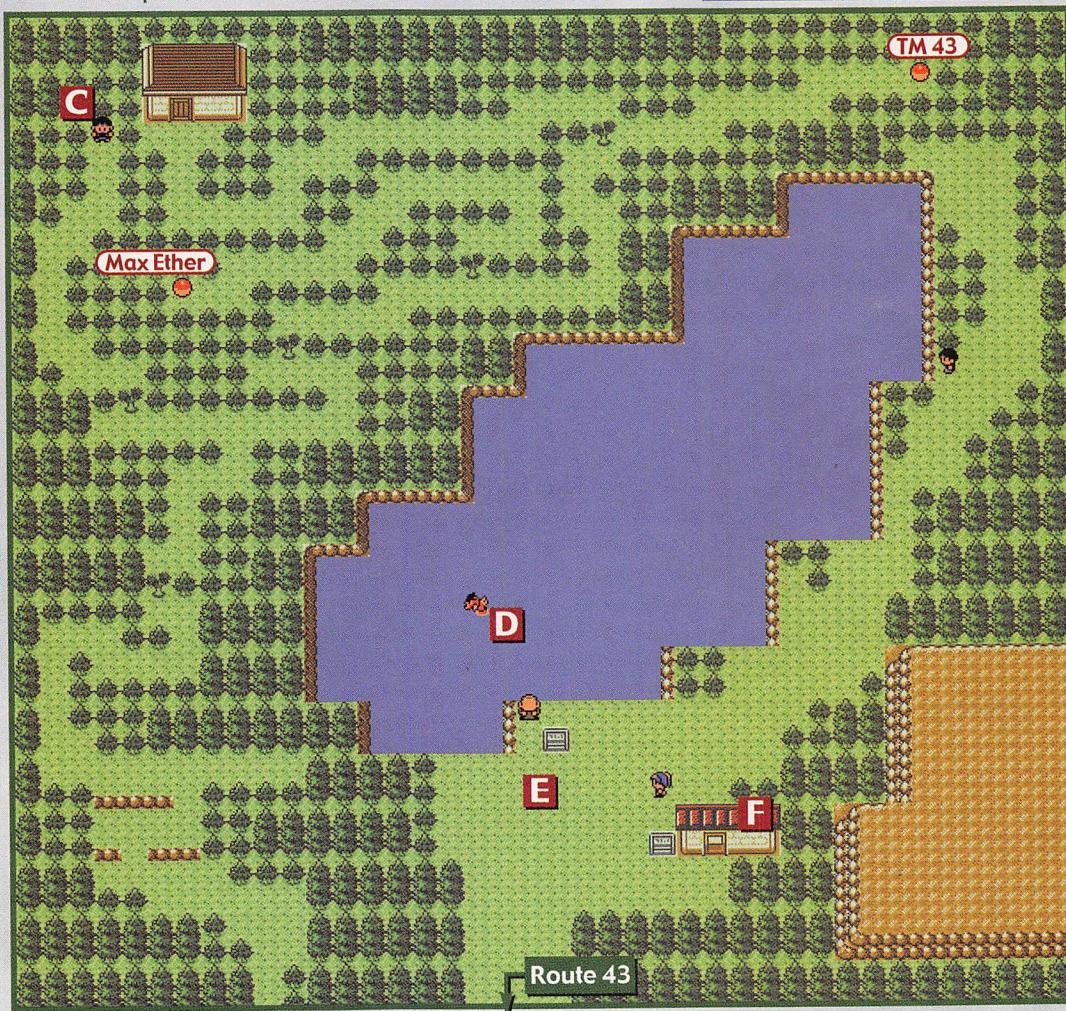
## E An Unexpected Ally Vows Revenge

When you make it back to shore, you'll meet Lance, the elite Dragon trainer Ash defeated in Red/Blue/Yellow. He isn't here to start trouble, but to stop it; follow him to the item shop in Mahogany Town and battle Team Rocket together.



## F Catch Magikarp for Fun and Prizes

When the Rockets in Mahogany have been thoroughly defeated, come back here and check out the sign outside this guy's house. If you can fish up a bigger Magikarp than the record it lists, you can collect a prize from the guy in the house. It's just a **Max Ether**, though, so don't get too excited.



## Alternate Color Pokémons Explained

Gyarados isn't the only Pokémon to have an alternate color version. In fact, they all do. You'll know you've come across one when the screen flashes black as in the shot on the left. It's a random chance with any wild Pokémon, but the odds of finding one are incredibly low. You could spend hundreds of hours playing without ever encountering a single one (besides Gyarados), so don't get your heart set on catching alternate color versions of all of them. Incidentally, their stats and abilities are basically the same as the normal color versions.

# section G-5 TEAM ROCKET HQ

Team Rocket was behind the mutated Gyarados all along, and Mahogany is a front for their underground plant. If you follow Lance into the Item Shop and down the stairs, you can challenge Team Rocket's leaders and drive them away.

## A B Team Rocket's Twisted Traps, Part I

|         |          |
|---------|----------|
| Rocket  | ¥760     |
| Drowzee | Level 17 |
| Zubat   | Level 19 |
| Rocket  | ¥720     |
| Zubat   | Level 16 |
| Muk     | Level 17 |
| Rattata | Level 18 |



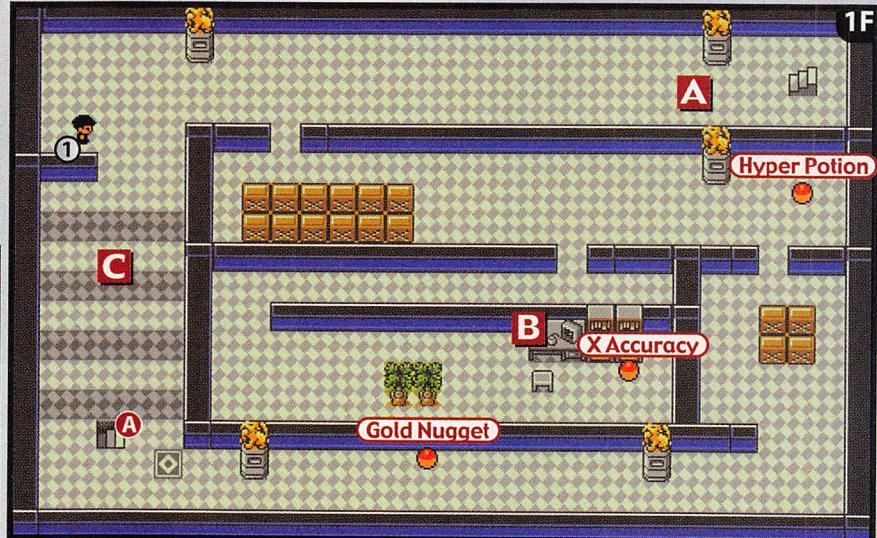
every time (but only the first time you pass each statue).

But why fight them at all? Head down to point B and use the computer to turn the security system off entirely.

|         |          |
|---------|----------|
| Rocket  | ¥640     |
| Rattata | Level 16 |

## C TR's Twisted Traps, Part 2

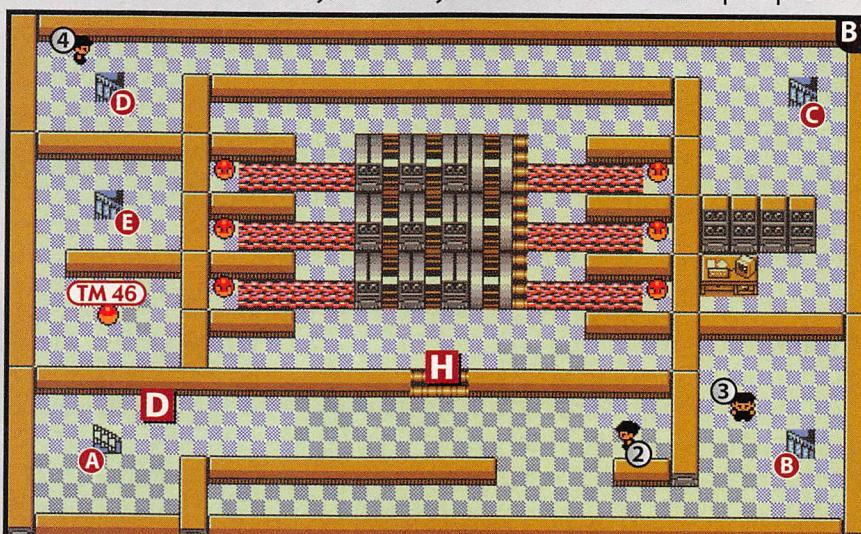
The off-color floor here is full of pits that force you into fights with Voltorb, Koffing, and Geodude. Like any other fight, you can capture or K.O. the Pokémons, but they won't be back the next time you pass over that exact tile. Or skip the traps entirely by taking the long way around.



## D Lance Heals Your Pokémons

Lance is waiting for you at this point, and he'll happily heal all your Pokémons, this one time only, before you move on.

|         |          |
|---------|----------|
| Rocket  | ¥720     |
| Venonat | Level 18 |
| Venonat | Level 18 |
| Rocket  | ¥720     |
| Golbat  | Level 18 |
| Rocket  | ¥680     |
| Rattata | Level 17 |
| Zubat   | Level 17 |
| Rattata | Level 17 |



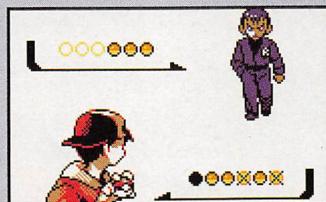
## E F Find the Two Passwords!

Security systems are only as strong as the people who know the passwords, which in this case isn't very strong at all. To get the codes to open up the Rocket chief's office, rough up trainers #6 and #8 on level B2 and talk to them afterwards.



|    |                      |
|----|----------------------|
| 5  | Mitch<br>P2400       |
| 6  | Ditto<br>Level 24    |
| 7  | Rocket<br>P760       |
| 8  | Raticate<br>Level 19 |
| 9  | Ross<br>P2200        |
|    | Koffing<br>Level 22  |
|    | Koffing<br>Level 22  |
| 10 | Rocket<br>P720       |
|    | Arbok<br>Level 18    |
|    | Gloom<br>Level 18    |
|    | Rocket<br>P1584      |
|    | Zubat<br>Level 22    |
|    | Raticate<br>Level 24 |
|    | Koffing<br>Level 22  |
|    | Rocket<br>P1800      |
|    | Arbok<br>Level 26    |
|    | Gloom<br>Level 26    |
|    | Murkrow<br>Level 26  |

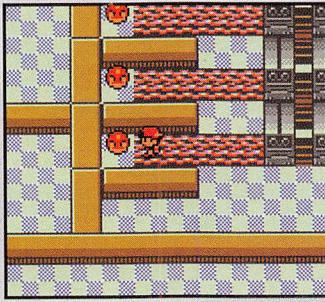
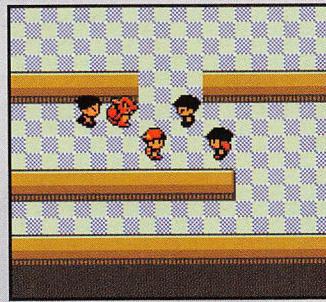
## G Take Down Team Rocket's Regional Commander



This guy's Raticate can be tough, so make sure your Pokémon are in fighting shape before you even enter the room. Once you've bested him, talk to his loose-lipped Murkrow to get the password for the Generator Room.

## H Shut Down the Plant's Power Generator

Your troubles aren't over yet. After you snag the password, head back to level B1. You'll want to save first; a pair of Rockets (you fight #10, on the left) will be waiting. And it only gets worse: You then have to K.O. the Electrode that are powering the plant.



They're fond of Selfdestruct, so you'll need at least three

Pokémon that are still in fighting shape.

When the Electrode are gone, the Rockets will disappear from Mahogany, and Lance will reward you with HM 06 (Whirlpool).



## Battle Pryce for the Glacier Badge

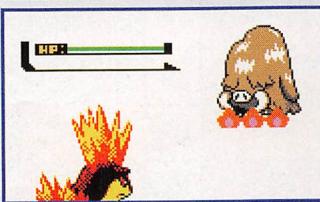
You'll go sliding all the way to the opposite wall when you set foot on a block of ice, so even getting to the master of this gym can be tricky. We've traced in the route to take on the map, but you'll need to find routes of your own to get to some of the junior trainers.

Ice is a pretty easy type to deal with, but some of their secondary Types can make things tricky. Fire and Fighting are still good, but with so many Water-types, Ice's vulnerability to Rock is hard to exploit. Electric Pokémon are a better pick.

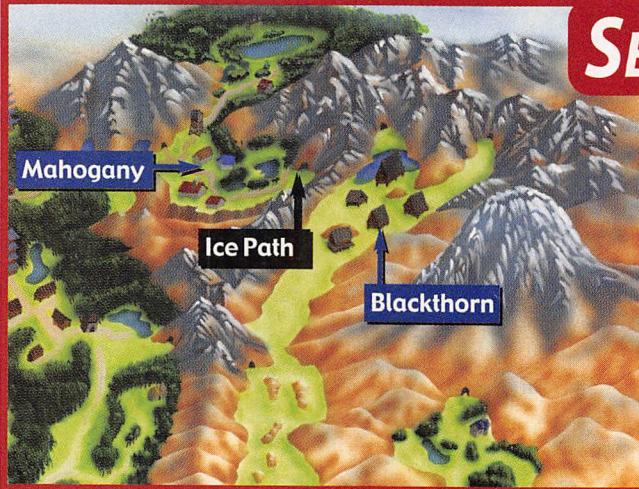


|   |                     |
|---|---------------------|
| 1 | Roxanne<br>P2016    |
| 2 | Jynx<br>Level 28    |
| 3 | Ronald<br>P1728     |
| 4 | Seel<br>Level 24    |
| 5 | Dewgong<br>Level 25 |
| 6 | Clarissa<br>P2016   |
| 7 | Dewgong<br>Level 28 |

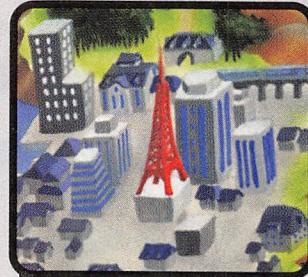
|   |                      |
|---|----------------------|
| 1 | Brad<br>P1872        |
| 2 | Swinub<br>Level 26   |
| 3 | Swinub<br>Level 26   |
| 4 | Douglas<br>P1728     |
| 5 | Seel<br>Level 24     |
| 6 | Pryce<br>P3100       |
| 7 | Shellder<br>Level 24 |
| 8 | Shellder<br>Level 24 |
| 9 | Cloyster<br>Level 25 |



# SECTION H: THE RISING BADGE



Only one badge remains, but it will have to wait. Professor Elm has received word of an emergency at the Goldenrod City Radio Tower, and that's going to have to be your first priority. When that's finally settled, we'll head to secluded Blackthorn City in Johto's far East to fight for the Rising Badge.



## section H-1

# RADIO TOWER

### Big Trouble in Goldenrod

The path to the next badge is clear. Prof. Elm needs your help in Goldenrod. Fly down there, pick a roster of strong fighters, and infiltrate the Radio Tower.

### A Defeat the Imposter and Get the Underground Key

After fighting through five floors of Rockets, you can challenge the fake director for the **Underground Key**.

Remember this door in the Goldenrod Tunnel? You can't get any farther in the Tower, so take your Key down here and search for the real tower director.



### B Another Rival Ambush

|                       |                |
|-----------------------|----------------|
|                       | Rival<br>¥1920 |
| Golbat<br>Level 30    |                |
| (Starter)<br>?        |                |
| Magnemite<br>Level 28 |                |
| Haunter<br>Level 30   |                |
| Sneasel<br>Level 32   |                |

Got the feeling you're being followed? Your rival will reveal himself in the Underground area, and there's no avoiding a battle this time. Check out his new Sneasel!



|                       |                     |
|-----------------------|---------------------|
| 1                     | Rocket<br>¥960      |
| Raticate<br>Level 24  |                     |
| Raticate<br>Level 24  |                     |
| 2                     | Rocket<br>¥1040     |
| Arbok<br>Level 26     |                     |
| 3                     | Rocket<br>¥920      |
| Rattata<br>Level 21   |                     |
| Rattata<br>Level 21   |                     |
| 4                     | Rattata<br>Level 21 |
| Rattata<br>Level 23   |                     |
| Rattata<br>Level 23   |                     |
| 5                     | Rich<br>¥3000       |
| Porygon<br>Level 30   |                     |
| 6                     | Rocket<br>¥1040     |
| Zubat<br>Level 26     |                     |
| Zubat<br>Level 26     |                     |
| 7                     | Rocket<br>¥880      |
| Zubat<br>Level 22     |                     |
| Golbat<br>Level 24    |                     |
| Muk<br>Level 22       |                     |
| 8                     | Rocket<br>¥2160     |
| Grimer<br>Level 23    |                     |
| Grimer<br>Level 23    |                     |
| Muk<br>Level 25       |                     |
| 9                     | Marc<br>¥2700       |
| Magnemite<br>Level 27 |                     |
| Magnemite<br>Level 27 |                     |
| Weezing<br>Level 32   |                     |
| Koffing<br>Level 30   |                     |

## RADIO TOWER (cont.)

|   |                     |
|---|---------------------|
|  | Rocket<br>¥1080     |
|  | Rattata<br>Level 27 |

|   |                       |
|---|-----------------------|
|  | Eddie<br>£2112        |
|  | Growlithe<br>Level 26 |

|   |   |
|---|---|
|  2 | Rocket<br>p1000   |
| Muk<br>Level 23   |  |
| Rattata<br>Level 25   |  |
| Koffing<br>Level 23   |  |

|  |  |
|--|--|
|  <b>Koffing</b><br>Level 24 |  <b>Duncan</b><br>P2024 |
|  <b>Koffing</b><br>Level 23 |  <b>Koffing</b>         |
|  <b>Magmar</b><br>Level 25  |  <b>Koffing</b>         |
|  <b>Koffing</b>             |  <b>Koffing</b>         |

|   |   |
|---|---|
|  | Rocket<br>¥960  |
| Koffing<br>Level 24   |  |
| Muk<br>Level 24   |  |

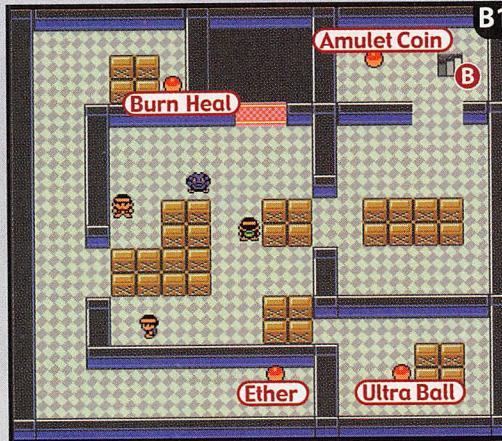
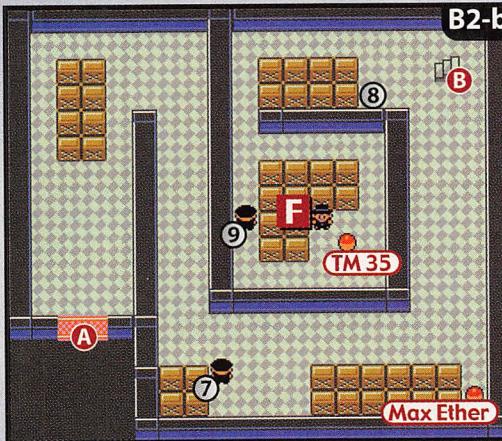
|   |   |
|---|---|
|  | <b>Rocket</b><br>¥1000  |
| <b>Gloom</b><br>Level 25  |  |
| <b>Gloom</b><br>Level 25  |  |

## C D E Switch-Flipping Fun

These switches interact with each other in odd ways, so if you want to accomplish anything, you'll have to flip them in the right order. To get down to



the door, you'll need to flip them in E-D-C order. You'll need different combinations to get to the items, but none of them are really worth the effort.



## F Rescue the Director

The director here will give you the **Card Key** that opens up the locked door on the 3rd floor of the Radio Tower. But before you rush back, head up to the basement of the Department Store (B1) and grab the money-doubling **Amulet Coin**. If you want any of the other items, leave and re-enter to make the crates shift.



## **G Final Battles in the Radio Tower**

The pair of Rockets on the fifth floor have tough rosters (they're heavy on Dark-type Pokémons, so Fighting and Bug Pokémons work best), but defeating them is the way to drive Team Rocket out of Goldenrod for good.

|  |   |
|--|---|
|  Raticate<br>Level 24 |  Koffing<br>Level 26 |
|  Rocket<br>£1040      |  Rocket<br>£960      |
|  Golbat<br>Level 36   |  Pidgeot<br>Level 38 |
|  Rocket<br>£2592      |  Pidgeot<br>£2592    |

|   |          |   |
|---|----------|---|
|  | Rocket   | ¥960  |
|  | Raticate |  |
| Level 24  |          |   |
|  | Golbat   |  |
| Level 24  |          |   |
| 8   | Rocket   | ¥920  |
|  | Grimer   |  |
| Level 26  |          |   |
|  | Weezing  |  |
| Level 23  |          |   |
| 9   | Rocket   | ¥1000   |
|  | Koffing  |  |
| Level 25  |          |   |
|  | Koffing  |  |
| Level 25  |          |   |



**H I J Collect Your Just Rewards**

When the director returns to his seat at point H, he'll reward you with the **Rainbow Wing** (Gold version) or the **Silver Wing** (in Silver), the keys to capturing Ho-oh and Lugia, respectively. Prof. Oak's co-host at point I will give you another **Pink Bow**, and a woman on the third floor will give you **TM 11** (Sunny Day).



|  |                    |
|--|--------------------|
|  | Rocket<br>¥2592    |
|  | Golbat<br>Level 36 |
|  | Rocket<br>¥960     |
|  | Arbok<br>Level 21  |
|  | Arbok<br>Level 21  |
|  | Oddish<br>Level 23 |
|  | Gloom<br>Level 24  |

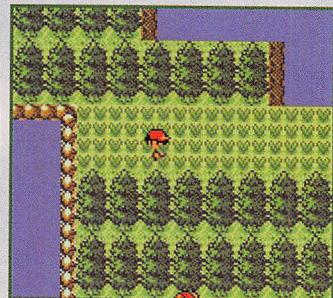
|   |                       |
|---|-----------------------|
|  | Rocket<br>¥2304       |
|  | Arbok<br>Level 32     |
|  | Murkrow<br>Level 32   |
|  | Vileplume<br>Level 32 |

|   |   |
|---|---|
|  | Rocket<br>¥2520   |
| Houndoor<br>Level 33  |  |
| Koffing<br>Level 33   |  |
| Houndoom<br>Level 35  |  |

**A Plenty of Rare Pokémon Here**

Route 44 connects Mahogany with the Ice Path to its east. Once you've defeated Team Rocket, the candy seller will disappear, and you'll be able to pass freely.

The thin strip of grass in this area is easy to miss. That's a shame, since it has a super-rare **Max Revive**, and is the only place you'll ever find a Lickitung. And even if you don't want a Lickitung to use in battle, you'll need one for an event on page 84. The Tangela are less rare, but you might as well grab one early.



|    |                        |
|----|------------------------|
| 1  | Phil<br>₱832           |
| 2  | Natu<br>Level 24       |
| 3  | Kadabra<br>Level 26    |
| 4  | Zach<br>₱1620          |
| 5  | Rhyhorn<br>Level 27    |
| 6  | Edgar<br>₱1000         |
| 7  | ???<br>Level 25        |
| 8  | ???<br>Level 25        |
| 9  | Cybil<br>₱1200         |
| 10 | Butterfree<br>Level 25 |
| 11 | Bellossom<br>Level 25  |

**B Talk to the Fisherman About Swarms**

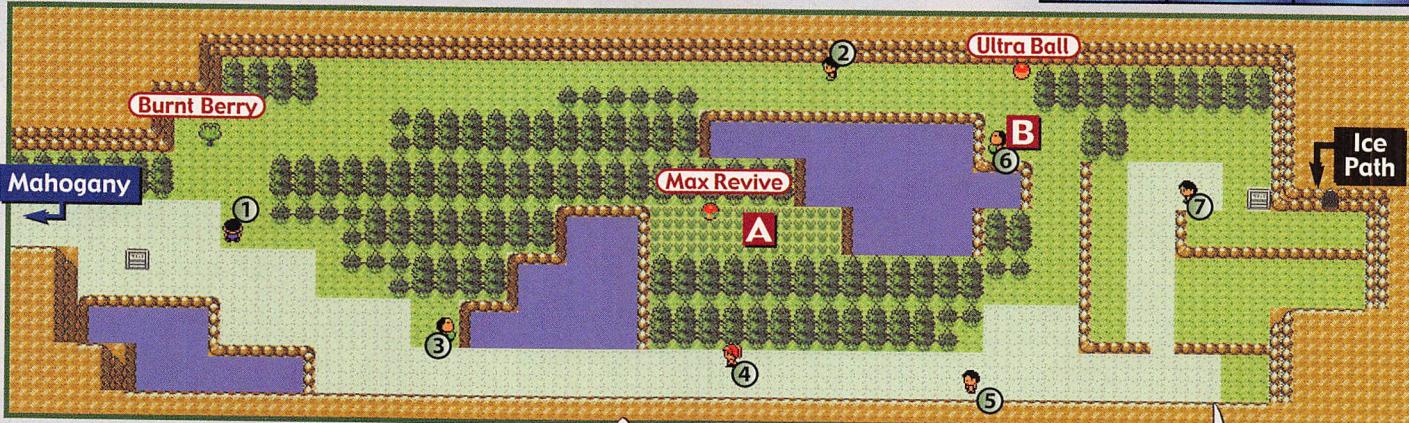
This area is also home to an oddly adorable new Pokémon. And unless you want to spend all day fishing on the off chance you'll catch one of these bizarre little creatures, you'll want to wait for a swarm. Talk to Wilton (trainer #6) and he'll keep you well-informed.



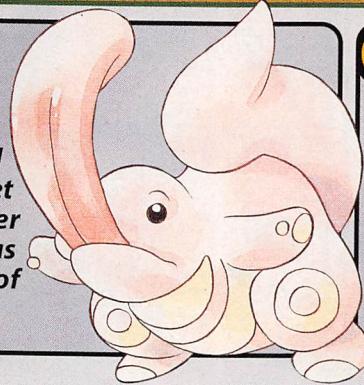
| Route 44<br>Both Versions | Morning | Day | Night |
|---------------------------|---------|-----|-------|
| Bellsprout                | 30%     | 30% | 30%   |
| Weepinbell                | 30%     | 30% | 30%   |
| Tangela                   | 30%     | 30% | 30%   |
| Lickitung                 | 10%     | 10% | 10%   |

| Route 44<br>Fishing Chart | Old Rod | Good Rod | Super Rod |
|---------------------------|---------|----------|-----------|
| Magikarp                  | 70%     | 40%      | 20%       |
| Poliwag                   | 29%     | 59%      | 70%       |
| ???                       | 1%*     | 1%*      | 10%*      |

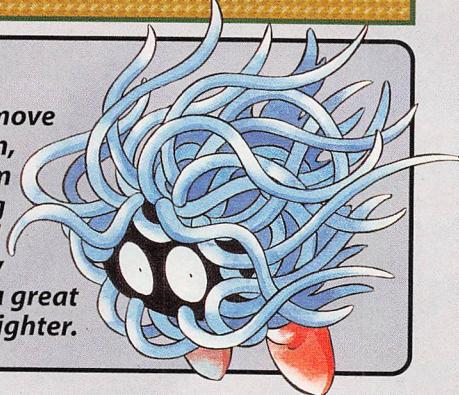
\*Numbers increase during swarms

**Lickitung**

Lickitung now starts with the *Lick* technique, which is the sort of thing you'd expect it had all along, yet strangely did not. Other than that, nothing much has changed since the days of Red/Blue/Yellow.

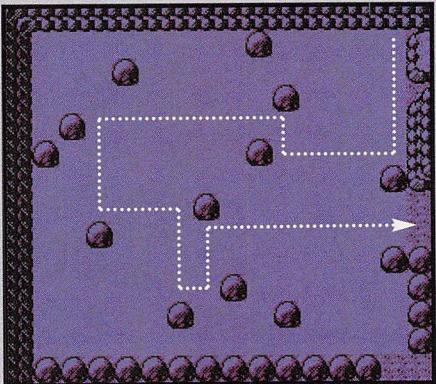
**Tangela**

Tangela's only new move of note is *Mega Drain*, but it did benefit from its *Special* stat being split; its *Special Attack* score is now even higher, so it's a great Grass fighter.



# ICE PATH

section  
**H-3**



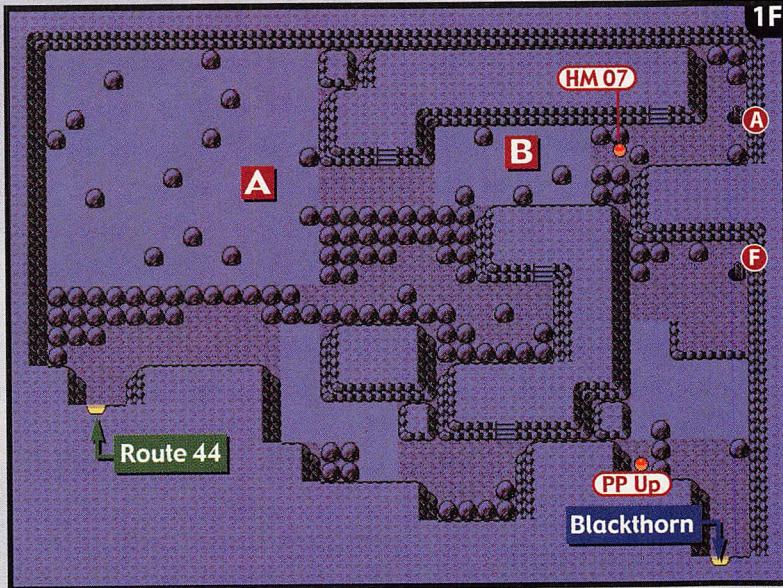
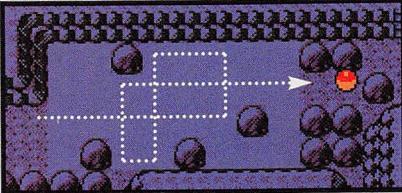
## A Another Tricky Sliding Puzzle

You got a taste of it in Pryce's Gym, but progressing past this ice field is a heck of a lot tougher. If you get stuck, make your way to the upper-right corner and follow the solution shown to the left.



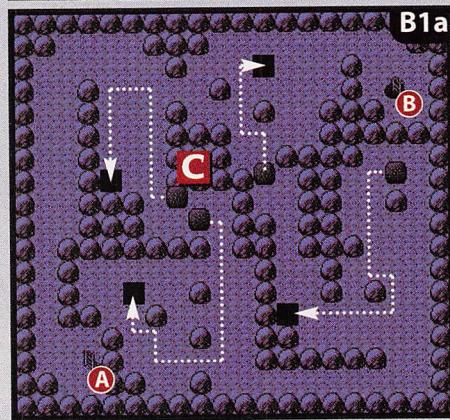
## B Slide to HM 07 (Waterfall)

At the end of this ice puddle is **HM 07**, Waterfall, a technique that lets your Pokémon travel straight up waterfalls! You can't beat the game without this move.



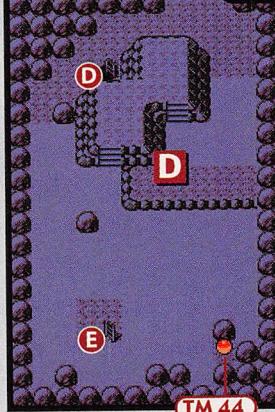
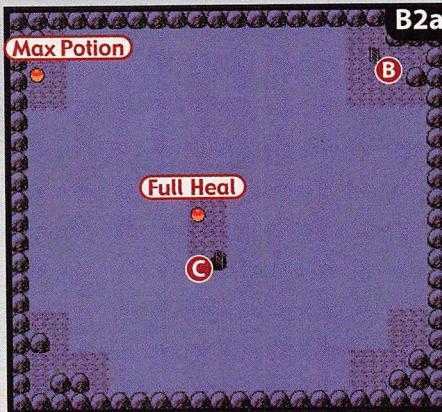
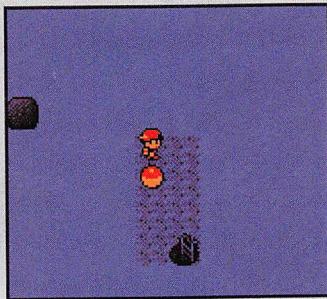
|        | <b>Ice Path (Gold Version)</b> | Morning | Day | Night |
|--------|--------------------------------|---------|-----|-------|
| Zubat  | 30%                            | -       | 20% |       |
| Golbat | 20%                            | 30%     | 30% |       |
| Jynx   | 10%                            | 30%     | 10% |       |
| ???    | 40%                            | 40%     | 40% |       |

|        | <b>Ice Path (Silver Version)</b> | Morning | Day | Night |
|--------|----------------------------------|---------|-----|-------|
| Zubat  | 10%                              | -       | 10% |       |
| Golbat | 40%                              | 30%     | 40% |       |
| Jynx   | 10%                              | 15%     | 10% |       |
| ???    | 30%                              | 40%     | 30% |       |
| ???    | 10%                              | 15%     | 10% |       |



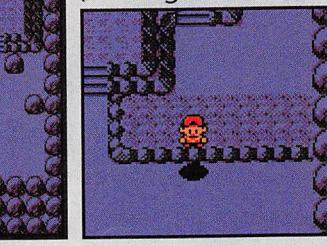
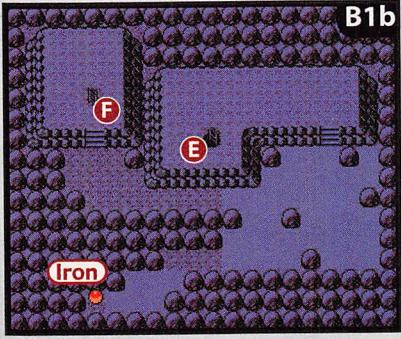
## C Push Down the Sliding Barriers

You'll need to use Strength to push these rocks into the holes, dropping them down to level B2a where you can use them to slide over the stairs.



## D Jump Here for TM 44

After snagging the **Nevermeltice** on level B3 (which powers up Ice-type skills), jump off at the point shown below to slide into **TM 44**, (healing move Rest).



## ICE CAVE (cont.)

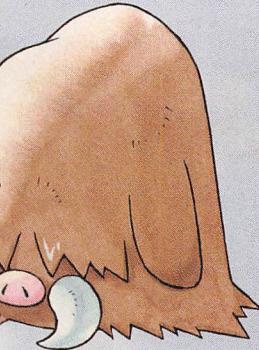
### Jynx

Jynx are all female, but if you breed them with a Ditto or a Kadabra or something, they'll lay an egg containing a new Pokémon. Raise that Pokémon for 37 levels, and it will learn new moves like Psychic that Jynx couldn't otherwise learn. It's a lot of work, but egg-raised Jynx are very powerful.



### Other Ice Path Pokémon

There are two other part-Ice Pokémon in the Ice Path. The one that appears only in Silver is a novelty Pokémon, but the other can be quite useful. But at level 33 it evolves into Piloswine, the powerful Ice/Ground hairball on the right. Grab one now; they're great at the Blackthorn Gym.



section

## H-4 BLACKTHORN CITY

### A Rhyhorn Trader

This trader specifically wants a female Dragonair. In exchange, you'll



get a Rhydon, which is neither as good nor as rare (you can catch wild ones later). If you see a wild female in the Dragon's Den, grab it, but otherwise, you may want to pass on this trade.

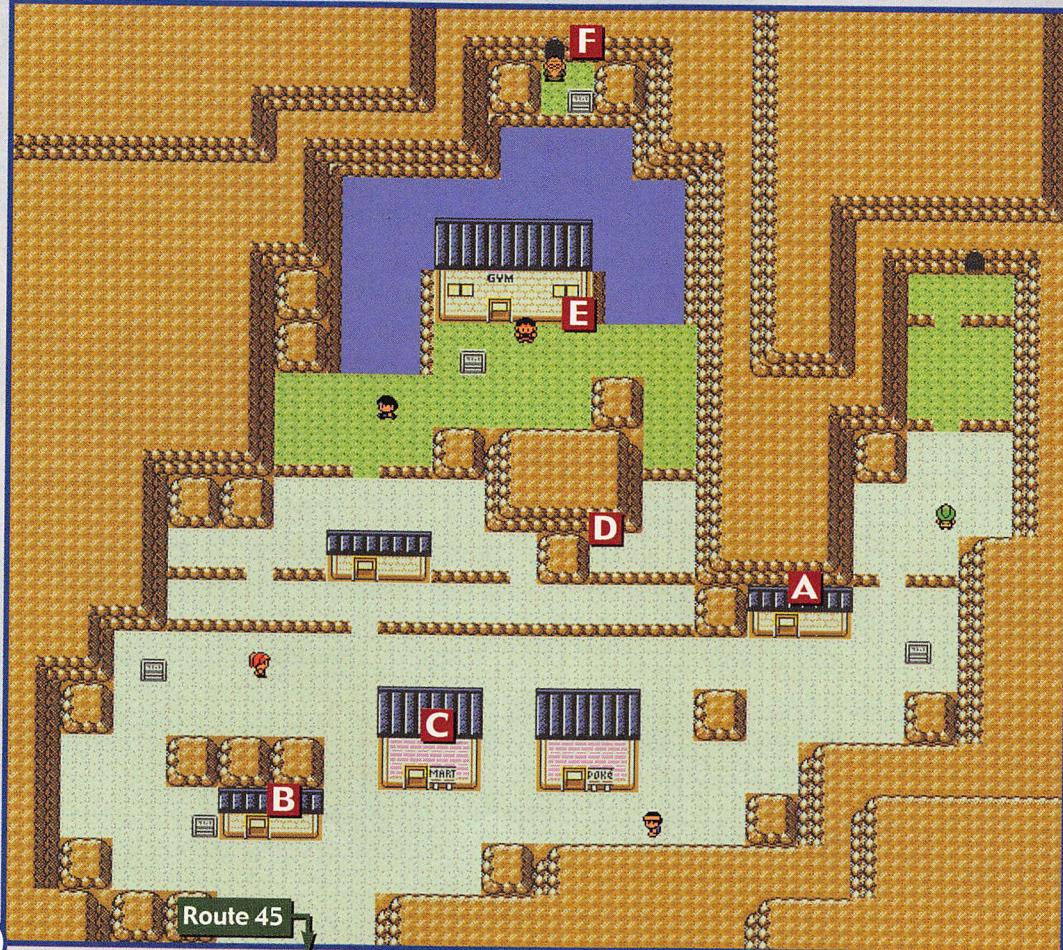
### B Forget Unwanted HM's

Finally you can make your Pokémon forget HM's! When you're ready to free up a move slot on a favorite Pokémon, this is the place to come. It also works on TM's and learned moves, of course.



### C New Items for Sale

The Poké Mart here sells rare treats, such as Ultra Balls and Max Potions. The balls are particularly exciting; stock up before you attempt to catch the Legendary Pokémon!



| Poké Mart (After) |      |
|-------------------|------|
| GREAT BALL        | 600  |
| ULTRA BALL        | 1200 |
| HYPER POTION      | 1200 |
| MAX POTION        | 2500 |
| FULL HEAL         | 600  |
| REVIVE            | 1500 |
| MAX REPEL         | 700  |
| X DEFEND          | 550  |
| X ATTACK          | 500  |

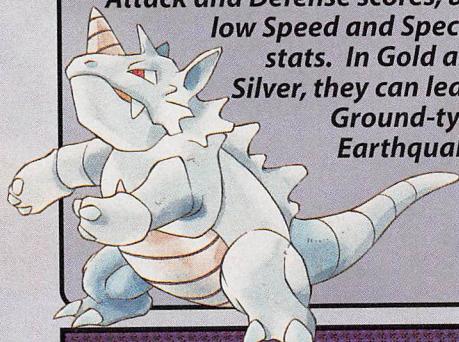
**D Mr. Saturday Night**

Actually, Santos appears at any time of day on Saturday. The Spell Tag he gives you will power up the Ghost moves of the Pokémon that carries it.


**E Rhydon**

You'll be able to catch a Rhyhorn in the wild a bit later, but if you have an extra female Dragonair, you can trade for its evolved form, Rhydon.

Ground/Rock Rhyhorn and Rhydon have amazingly high Attack and Defense scores, but low Speed and Special stats. In Gold and Silver, they can learn Ground-type Earthquake.

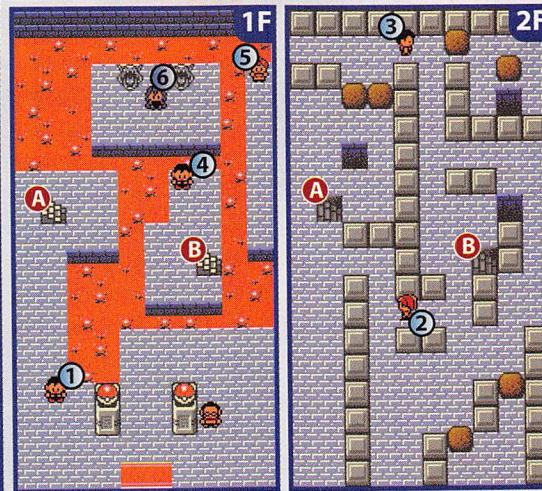
**E Battle Clair for the Rising Badge**

Much like the puzzle in the Ice Path, you need to go to the second floor and push down the blocks to make a path to Clair.



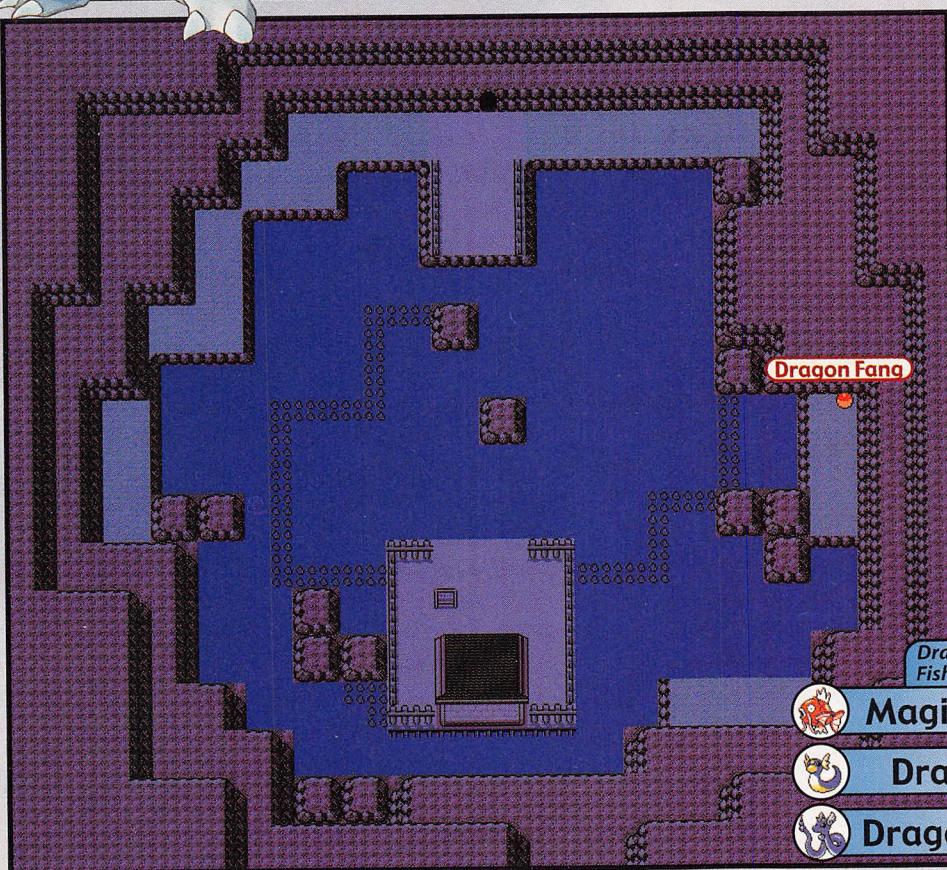
Dragon-types really, really hate ice. That's unfortunate timing for Clair, since you just had the opportunity to grab a bunch of Ice-types in the Ice Path. Lapras is great here; if you really have trouble, you can always skip to page 68 and grab a Legendary Pokémon.

|    |                       |
|----|-----------------------|
| 1  | Mike<br>P1776         |
| 2  | Paul<br>P1632         |
| 3  | Dratini<br>Level 34   |
| 4  | Dratini<br>Level 34   |
| 5  | Dratini<br>Level 34   |
| 6  | Lola<br>P1728         |
| 7  | Dragonair<br>Level 37 |
| 8  | Dratini<br>Level 34   |
| 9  | Dragonair<br>Level 36 |
| 10 | Clair<br>P4000        |
| 11 | Dragonair<br>Level 37 |
| 12 | Dragonair<br>Level 37 |
| 13 | Kingdra<br>Level 40   |
| 14 | Seadra<br>Level 36    |

**F Get the Dragon Fang in the Dragon's Den**

You beat Clair fair and square but she won't give up her badge (or TM 24, Dragonbreath) until you bring her the Dragon Fang. At least she allows you to keep the Dragon Fang, which, when equipped, powers up Dragon-type attacks.

So grab a Pokémon with Whirlpool (HM 06) and swim into the Dragon's Den behind the Gym. No surprises here; just grab the Dragon Fang and go.



Dragon Cave Fishing Chart

|           | Old Rod | Good Rod | Super Rod |
|-----------|---------|----------|-----------|
| Magikarp  | 100%    | 70%      | 55%       |
| Dratini   | -       | 30%      | 40%       |
| Dragonair | -       | -        | 5%        |

# SECTION I: THE FINAL BATTLE



With all eight badges in hand, you've earned the right to travel to the Indigo Plateau and challenge the Elite Four. But what's the rush? With all seven HM's, the three dungeons we've previously ignored are now open to us, and the Pokémon they hold will be a great asset in the final battle.

## section I-1

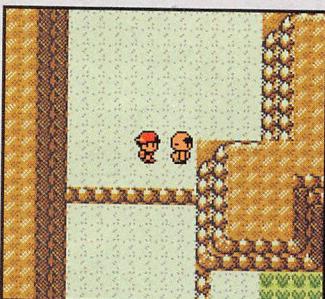
# MT. MORTAR

### A Three Entrances to the Mountain

There are three entrances to this dungeon along Route 44, but the one to take is the middle. You'll need to bring Pokémon with Surf, Flash, and Waterfall. But heed this last warning: **Only Take Five Pokémon With You.**

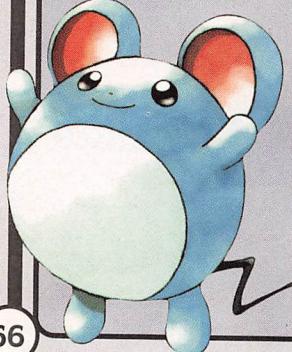
### This is Where the Marill Live

You may see a Marill here, but you'll probably

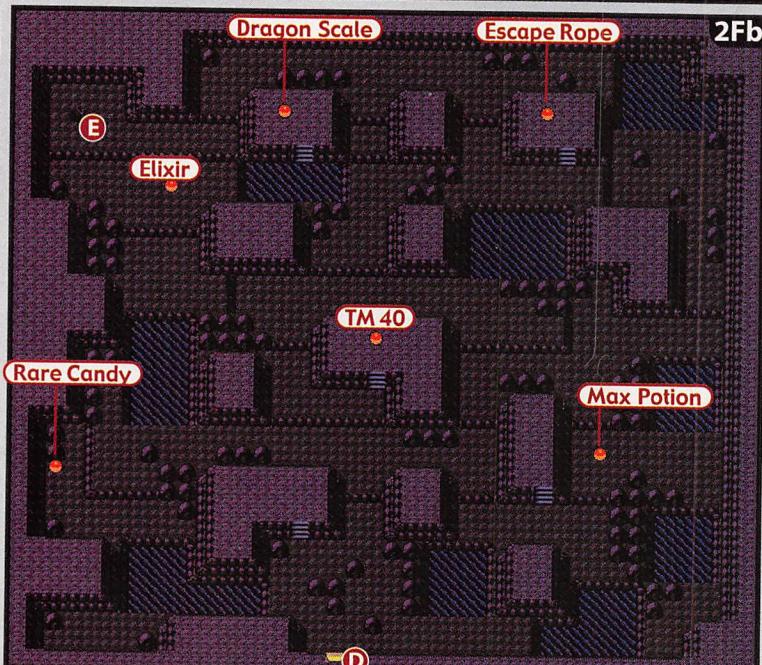
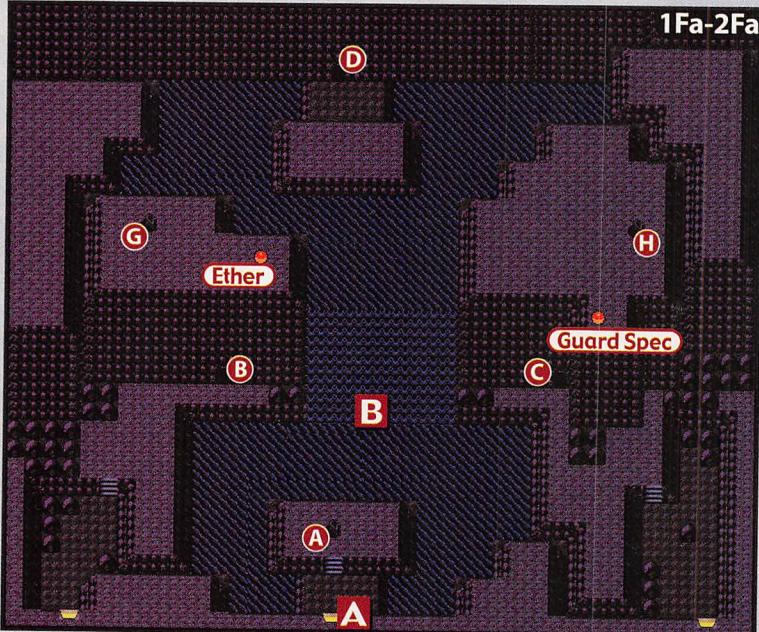


have to wait for the swarm. A guy way over on Route 45 (page 70) is the one to talk to about that.

### Marill

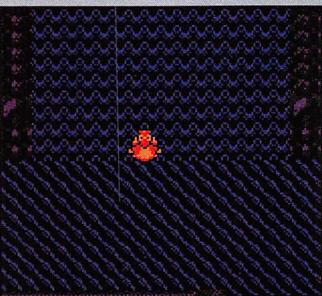


Considering how popular Marill is, you'd think they'd have made it, ya know, good. But they didn't, and Marill is one of the weakest new Pokémon in Gold and Silver. Its stats are pretty poor (even after evolution) and its selection of moves is pretty bad. Cute, though.



**B Use HM 07 (Waterfall) to go to 2F, and Skip the Rest of the Dungeon.**

Mt. Mortar looks intimidatingly huge, but most of it is just a big waste of time. From the entrance (1Fa-2Fa) you can go in to 1Fb or down to B1, but outside of a few easily purchased items, there's nothing on either floor. All of the good stuff is actually on the same path. Surf north, then use Waterfall to get up to Door D. Weave your way through this tedious maze of hills and ponds, going a little out of your way to grab the **Rare Candy**, **TM 40**, and the **Dragon Scale** that is needed to



evolve Seadra into Kingdra. Then take ladder E to a thin strip of 1Fb where you can pick up a **Max Revive**, and head up ladder F to the Karate Master's spot.

**C Defeat the Karate Master**

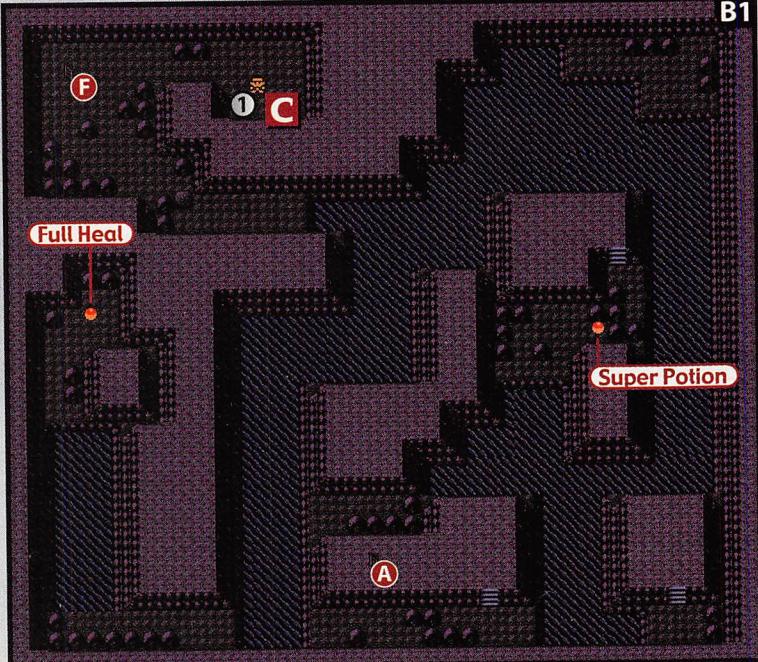
The Karate Master from Red/Blue/Yellow has relocated to the depths of this mountain, but it wasn't far enough to get away from you. Take down his two fighters and he will give you a new Pokémon (if you have an open slot).

**C Evolve the 'Hitmon' of Your Choice**

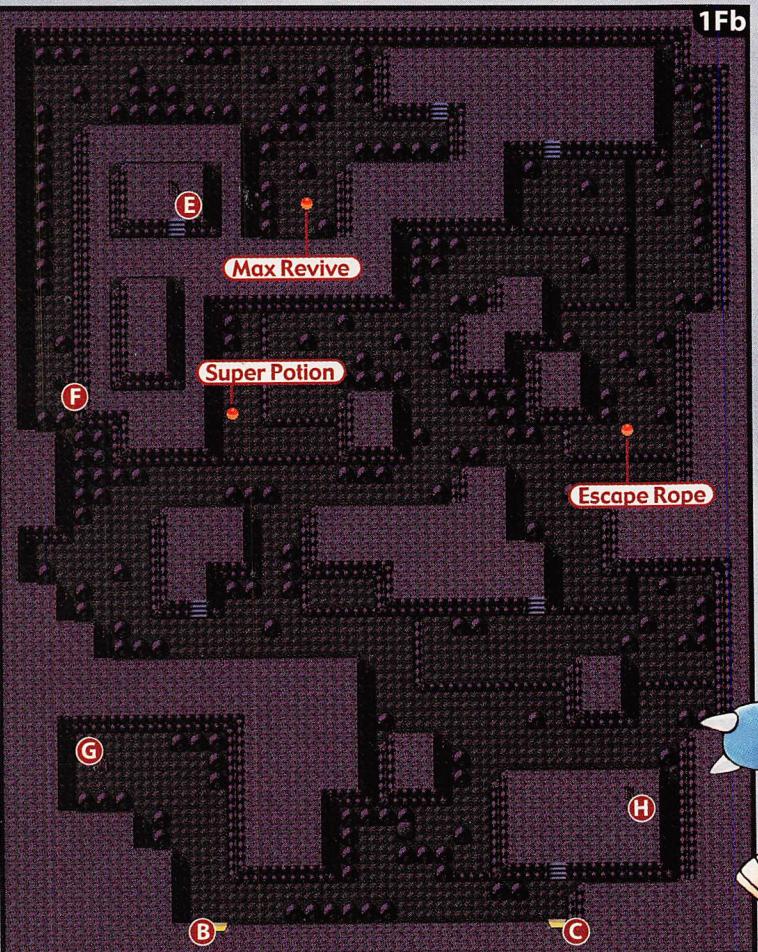
The Pokémon the Karate Master gives you exists merely to evolve. It has poor stats and can

learn nothing beyond Tackle. But at level 20, it will evolve into Hitmonlee if its Attack is higher than its Defend, Hitmonchan if its Defend is higher than its Attack, or new Pokémon Hitmontop (shown to the left) if the two stats are equal. Use Iron or Protein to get the one you want

B1



1Fb



|         | Cave 1Fa-2Fa<br>Both Versions | Morning | Day | Night |
|---------|-------------------------------|---------|-----|-------|
| Geodude | 20%                           | 20%     | 20% |       |
| Rattata | 16%                           | 16%     | 16% |       |
| Zubat   | 48%                           | 48%     | 48% |       |
| Machop  | 15%                           | 15%     | 15% |       |
| Marill  | 1%*                           | 1%*     | 1%* |       |
| Goldeen | 84%                           | 84%     | 84% |       |
| Seaking | 15%                           | 15%     | 15% |       |
| Marill  | 1%*                           | 1%*     | 1%* |       |

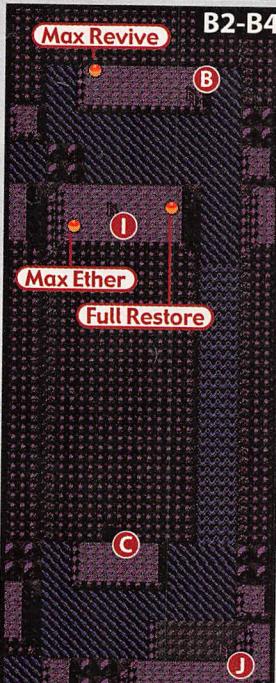
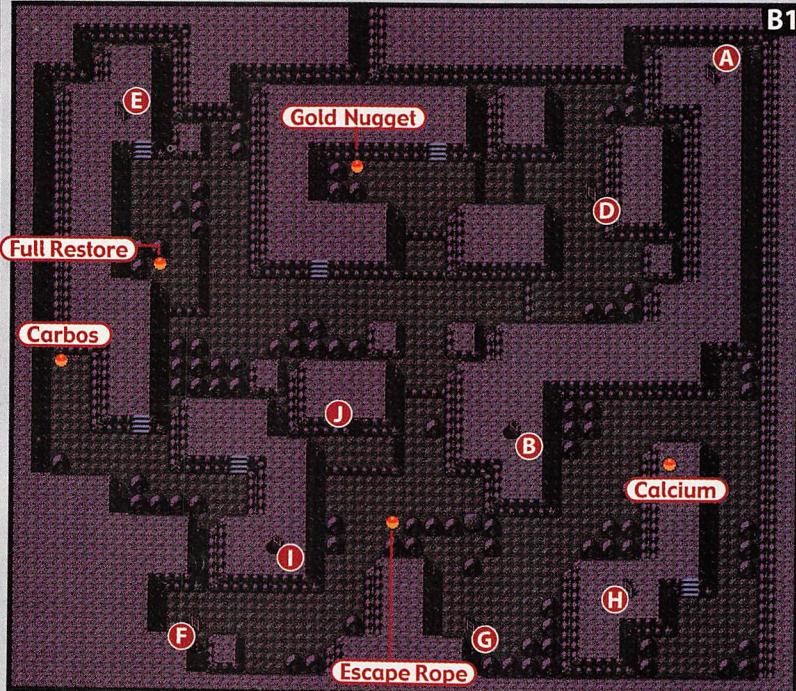
NOTE: Areas besides 1Fa-2Fa do not include Marill, but may include Machoke, Geodude, Graveler, and Raticate instead of their unevolved forms (with similar appearance ratios).

\*Numbers increase during swarms

section  
I-2

# WHIRL ISLANDS

The networks of islands in Route 41 conceal a hidden dungeon that is Lugia's new home. Of course, Lugia won't appear until you have the Silver Wing, which Silver players earn at the Radio Tower and Gold players earn much later in Kanto's Pewter City. But Gold players may want to pay an early visit to this dungeon nonetheless: It's the only place in the game Horsea and Seel appear.



### A Use the Northeast Entrance

There are four islands in Route 41 that can be reached by using the Whirlpool move at the little eddies that block the entrances. There are some valuable items here, but the thing that interests us most is Lugia, and the only way to get to it is from the Northeast island (circled above).

### B Lugia Awaits at the Bottom

If you have the Silver Wing, this is where you'll find Lugia. Save before you battle it, 'cause Lugia will disappear for good if you accidentally K.O. it.

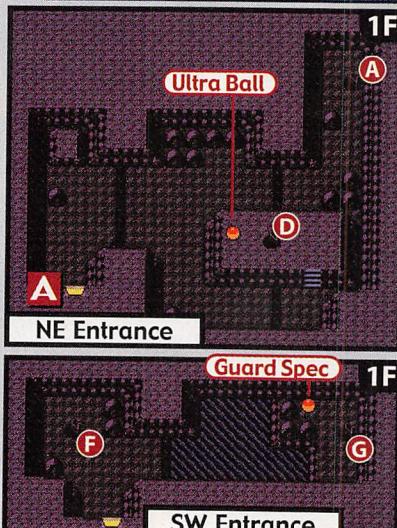
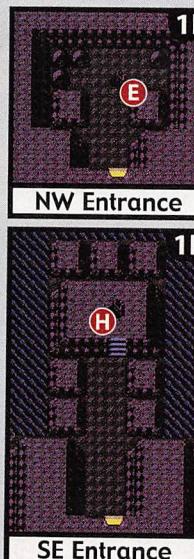
Electric Poké-mon work best here, so hit Lugia with everything you've got. Do your best to get it Paralyzed or put to Sleep so it can't heal itself effectively, and then toss Ultra Balls (or Heavy Balls) until you capture it.



Whirl Dungeon  
Both Versions

|           | Morning | Day | Night |
|-----------|---------|-----|-------|
| Krabby    | 48%     | 48% | 48%   |
| Seel      | 20%     | 20% | 20%   |
| Zubat     | 24%     | 24% | 24%   |
| Golbat    | 8%      | 8%  | 8%    |
| Horsea    | 32%     | 32% | 32%   |
| Seadra*   | 8%      | 8%  | 8%    |
| Tentacool | 60%     | 60% | 60%   |

\*On level 1F and B2, Tentacruel appears instead of Seadra.



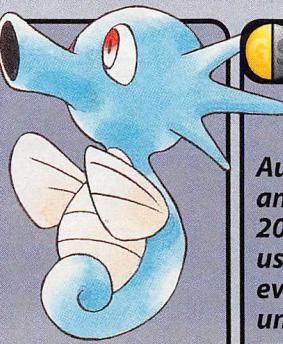
Lugia

In the Silver version, Lugia starts at level 40. In Gold, it starts at level 70. Only the level 40 Lugia can get Aeroblast (the game's strongest Flying technique).

Both versions know Recover, which is incredible since Lugia has a ton of HP and great defenses. At level 44, Lugia can learn Hydro Blast, Water's best attack, making it an even more unbelievably powerful Poké-mon.

## Horsea

If you trade Seadra (Horsea's evolved form), while it's holding the Dragon Scale, it will evolve into a Dragon/Water Kingdra. Kingdra is an interesting Pokémon, because Dragon has resistance to everything Water is vulnerable to (and Water removes Dragon's Ice weakness), potentially making Kingdra viable in tournament-level play.

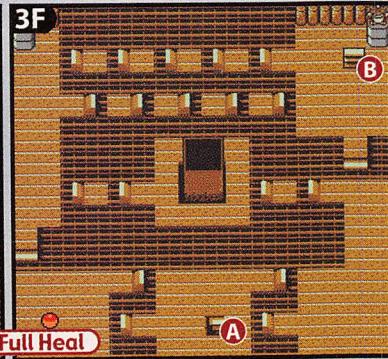
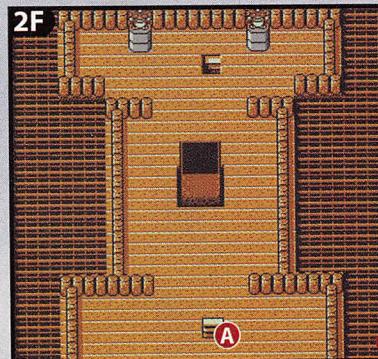


## Seel

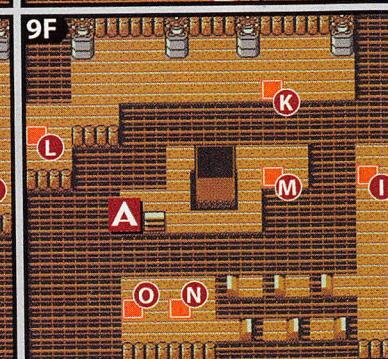
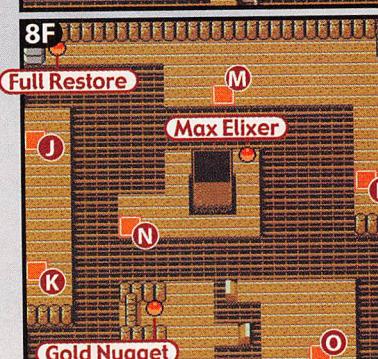
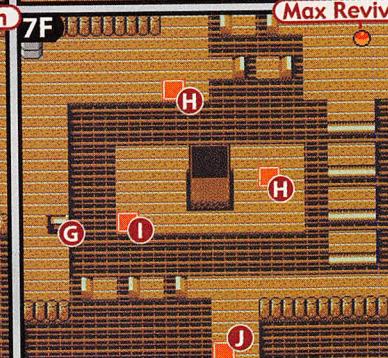
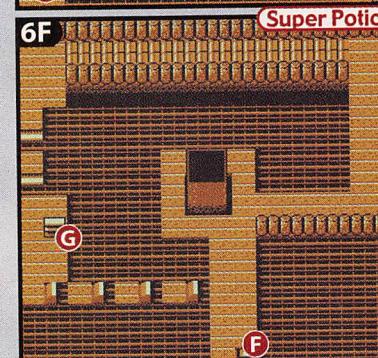
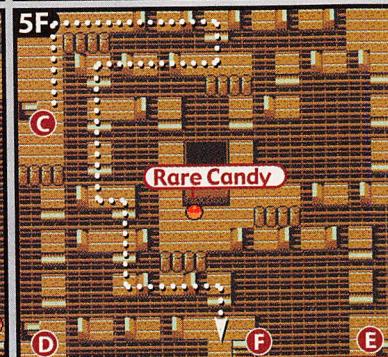
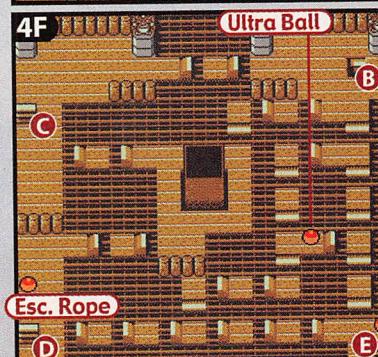
They haven't given Seel any new moves, but they did speed it up; it now learns Aurora Beam, Rest, and Ice Beam nearly 20 levels sooner than it used to! Make sure not to evolve into Dewgong until level 37, so you can get all three moves first.

section  
**I-3**

# TIN TOWER



### A Ho-oh Awaits on the Eaves



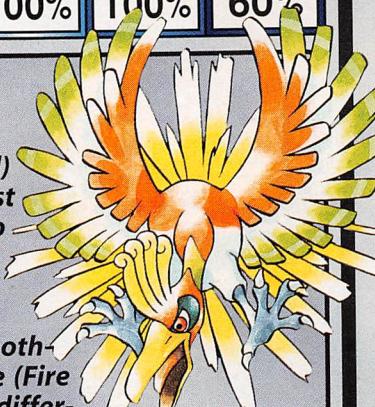
This Ecruteak tower has much easier enemies than Lugia's Whirl Islands dungeon, but is far more complicated to negotiate. Floors 3-6 are full of one-way ramps, and to get to the 6th Floor, you'll need to come up from ladder C, then hop down to F via the dotted path.

The three final floors have teleport squares that can be confusing without a map. To get to the roof, just take them in J-K-L-M order. Save before you challenge Ho-oh, and use the strategies listed in the Whirlpool section to catch it.

| Tin Tower Both Versions | Morning | Day  | Night |
|-------------------------|---------|------|-------|
| Gastly                  | -       | -    | 40%   |
| Rattata                 | 100%    | 100% | 60%   |

## Ho-oh

As with Lugia, it's the level 40 Ho-oh (in Gold) that starts with the best move: Sacred Fire. Also like Lugia, Ho-oh can stay in battle forever with Recover. And like Lugia, Ho-oh learns another incredible technique (Fire Blast) at level 44. The difference is that Ho-oh is Fire/Flying, while Lugia is Psychic/Flying, and Ho-oh is stronger while Lugia is faster and a bit tougher.



**Take the Long Road to New Bark Town**

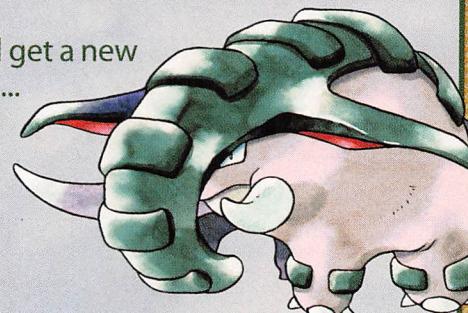
After completing the events in Blackthorn City, you should have gotten a call from Professor Elm summoning you back to New Bark. You can Fly, but we prefer to walk, since the direct path of Route 45+46 gives us a chance to capture five new Pokémons (two each in Gold and Silver, and one for both versions in the Dark Cave).

**Catch a Pair of Rare, Gold/Silver Exclusive Pokémons**

All of the new Pokémons on Route 45 are exclusive to only one version of the game. Gold players will get the odd Ground/Flying mix (does that even make sense?) of Gligar, and a new two-stage evolution Pokémon.

Silver players will get a new Ground-type Pokémon...

Not the long-awaited Donphan (shown here), but the stage one Pokémon that evolves into Donphan at level 25, and a very cool Flying mix of their own!

**A Talk to Hiker Parry for the Info on Marill**

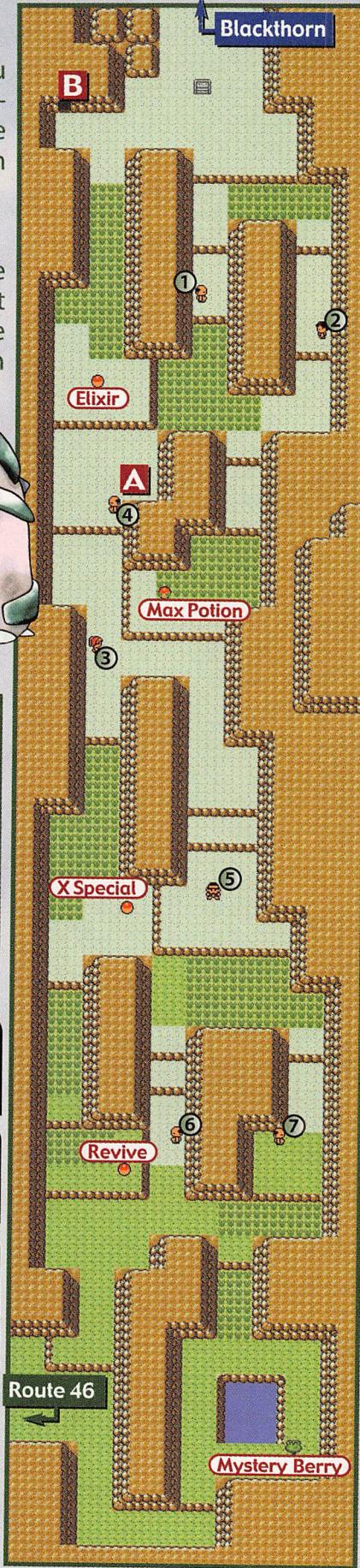
For some reason, this guy is following the Pokémon situation way over in Mt. Mortar (page 66). Trade phone numbers with him, and he'll give you a call when the Marill Pokémons are snapping over there. Then you'll be able to catch them easily on both land and water!

| Route 45<br>(Silver Version) |  | Morning | Day | Night |
|------------------------------|--|---------|-----|-------|
| Geodude                      |  | 28%     | 28% | 28%   |
| Graveler                     |  | 52%     | 52% | 52%   |
| ???                          |  | 16%     | 16% | 16%   |
| ???                          |  | 4%      | 4%  | 4%    |

| Route 45<br>(Gold Version) |  | Morning | Day | Night |
|----------------------------|--|---------|-----|-------|
| Geodude                    |  | 24%     | 24% | 24%   |
| Graveler                   |  | 40%     | 40% | 40%   |
| Gligar                     |  | 20%     | 20% | 20%   |
| ???                        |  | 16%     | 16% | 16%   |

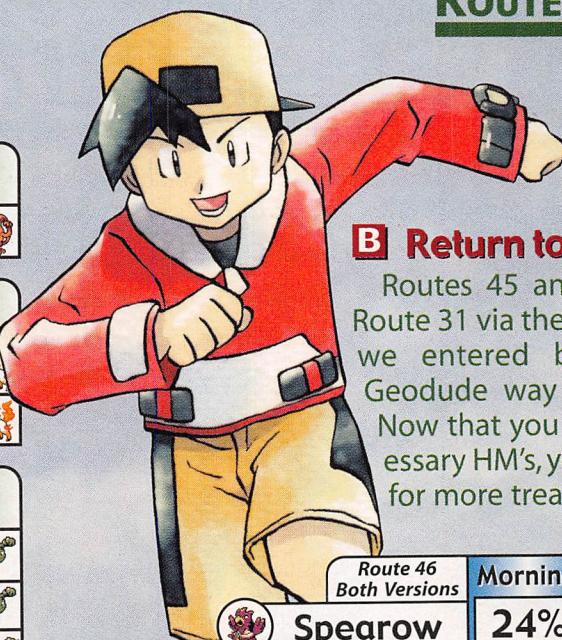
| Route 45<br>Fishing Chart |  | Old Rod | Good Rod | Super Rod |
|---------------------------|--|---------|----------|-----------|
| Magikarp                  |  | 100%    | 70%      | 50%       |
| Dratini                   |  | -       | 30%      | 30%       |
| Dragonair                 |  | -       | -        | 20%       |

|   |                      |   |                        |   |                    |   |                  |   |                      |   |                     |   |                   |
|---|----------------------|---|------------------------|---|--------------------|---|------------------|---|----------------------|---|---------------------|---|-------------------|
| 1 | Erik<br>P864         | 2 | Ryan<br>P1296          | 3 | Kelly<br>P1152     | 4 | Parry<br>P928    | 5 | Kenji<br>P672        | 6 | Timothy<br>P864     | 7 | Michael<br>P800   |
|   | Machop<br>Level 24   |   | Pidgeot<br>Level 25    |   | Marill<br>Level 27 |   | Onix<br>Level 29 |   | Graveler<br>Level 27 |   | Diglett<br>Level 27 |   | Golem<br>Level 25 |
|   | Machop<br>Level 27   |   | Electabuzz<br>Level 27 |   |                    |   |                  |   | Graveler<br>Level 27 |   | Dugtrio<br>Level 27 |   |                   |
|   | Graveler<br>Level 27 |   |                        |   |                    |   |                  |   |                      |   |                     |   |                   |





|   |                     |
|---|---------------------|
| 1 | Ted<br>P340         |
| 2 | Mankey<br>Level 17  |
| 3 | Erin<br>P320        |
|   | Ponyta<br>Level 16  |
|   | Ponyta<br>Level 16  |
| 1 | Bailey<br>P416      |
| 2 | Geodude<br>Level 13 |



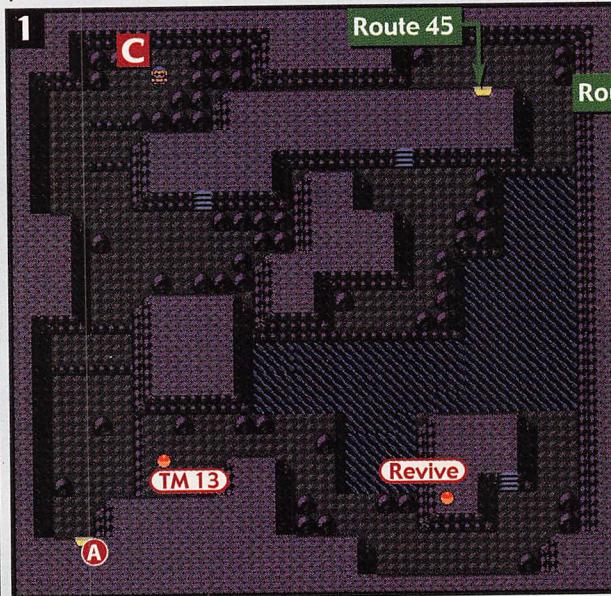
### B Return to the Dark Cave

Routes 45 and 46 are linked to Route 31 via the Dark Cave, the area we entered briefly to snag a Geodude way back on page 21. Now that you have all of the necessary HM's, you can head back in for more treasures.

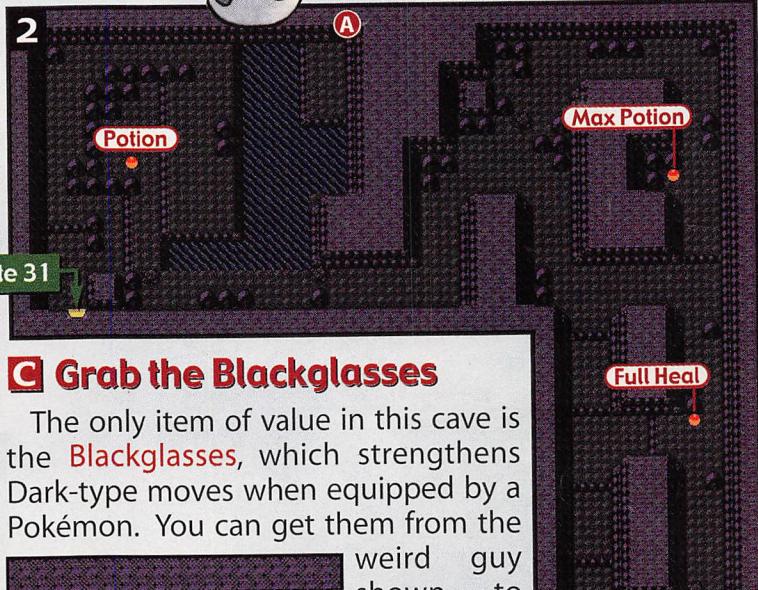
| Route 46<br>Both Versions | Morning | Day | Night |
|---------------------------|---------|-----|-------|
| Spearow                   | 24%     | 12% | -     |
| Rattata                   | 36%     | 48% | 70%   |
| Geodude                   | 40%     | 40% | 30%   |

### The Dark Cave

Your best bet is to enter from Route 45, head to point C, then take door A down to the lower part of the dungeon for more treasures.



| Dark Cave 1<br>Both Versions | Morning | Day | Night |
|------------------------------|---------|-----|-------|
| Geodude                      | 16%     | 16% | 16%   |
| Graveler                     | 16%     | 16% | 16%   |
| Zubat                        | 40%     | 40% | 40%   |
| Golbat                       | 16%     | 16% | 16%   |
| ?                            | ???     | 12% | 12%   |



### C Grab the Blackglasses

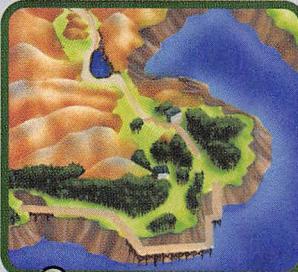
The only item of value in this cave is the **Blackglasses**, which strengthens Dark-type moves when equipped by a Pokémon. You can get them from the



weird guy shown to the left, with no strings attached, on any day of the week. Dark Pokémons are hard to come by now, but these glasses will definitely come in handy later.

### A Dangerous New Pokémon

There's another new Pokémon, available in both versions, lurking in the first part of the Dark Cave (1). This mysterious creature can reflect your attacks back on you, so use a strong Pokémon that can take it out in a single shot if possible! And don't forget to grab one for your collection.



section

I-4

# ROUTE 26+27

## A Get the Master Ball from Professor Elm

Back in his New Bark Town laboratory, Professor Elm rewards your achievement with a free **Master Ball**. This powerful item can catch any Pokémon without fail, but you only get one (I recommend you save it for Raikou, Entei, or Suicune). When your business here is done, Surf to the east for Route 26+27.



|            |          |       |
|------------|----------|-------|
|            | Megan    | £1536 |
| Bellsprout | Level 32 |       |
| Ivysaur    | Level 32 |       |
| Venusaur   | Level 32 |       |

|           |          |       |
|-----------|----------|-------|
|           | Blake    | £1488 |
| Magnemite | Level 33 |       |
| Quagsire  | Level 31 |       |
| Exeggute  | Level 31 |       |

|           |          |       |
|-----------|----------|-------|
|           | Brian    | £1614 |
| Sandslash | Level 35 |       |

|            |          |       |
|------------|----------|-------|
|            | Gilbert  | £1088 |
| Starmie    | Level 30 |       |
| Exeggute   | Level 30 |       |
| Girafarig  | Level 34 |       |
|            | Jose     | £840  |
| Farfetch'd | Level 35 |       |

|         |          |       |
|---------|----------|-------|
|         | Scott    | £1360 |
| ???     | Level 30 | ???   |
| Seaking | Level 34 |       |

## B Receive TM 37 - If Your Pokémon Are Happy

If the Pokémon in your top slot is in a good mood, this woman will reward you with **TM 37**, (Sandstorm), which damages both Pokémon every turn, but



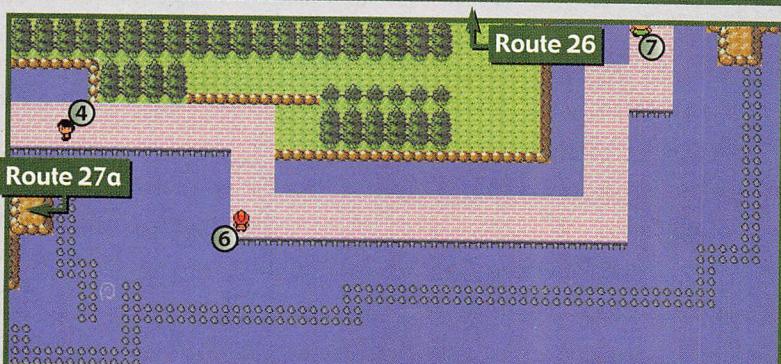
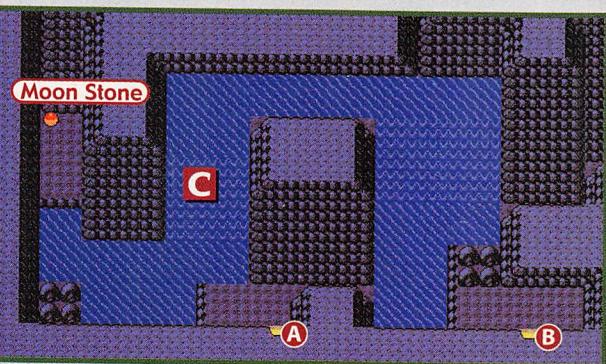
is ineffective against Rock, Ground, and Steel-types. So teach it to one of those.

|         |          |       |
|---------|----------|-------|
|         | Reena    | £1488 |
| Starmie | Level 31 |       |
| Starmie | Level 31 |       |

|         |          |       |
|---------|----------|-------|
|         | Scott    | £1360 |
| ???     | Level 30 | ???   |
| Seaking | Level 34 |       |

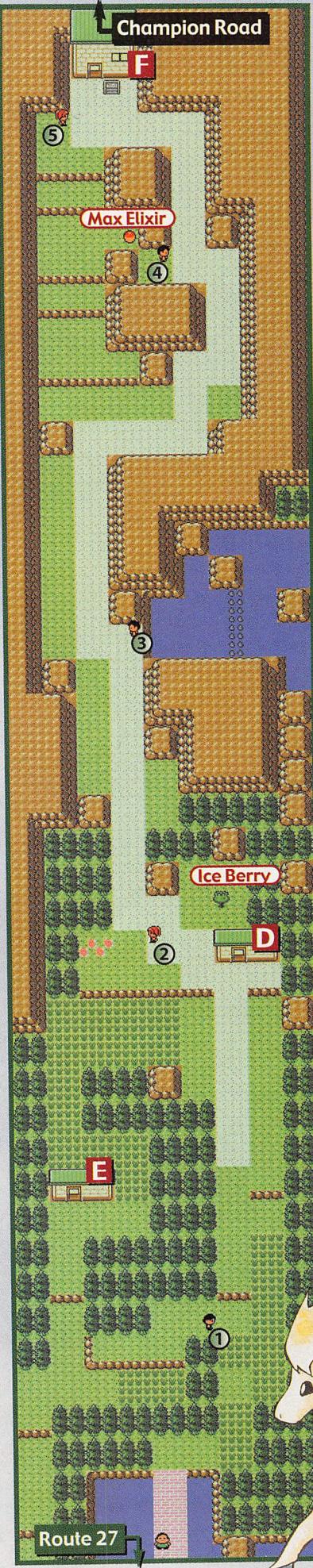
## C Another Waterfall

Getting through this small cave will require a Pokémon with the Waterfall move. Don't miss an all-too-rare **Moon Stone** to the left of the entrance. Bring a Pokémon with Whirlpool, too, so you can get **TM 22** (Solar Beam) on the other side of the cave.



| Route 27<br>(Gold Version) | Morning | Day | Night |
|----------------------------|---------|-----|-------|
| Doduo                      | 40%     | 44% | -     |
| Raticate                   | 24%     | 32% | 40%   |
| Sandslash                  | 16%     | 16% | 16%   |
| Ponyta                     | 8%      | 8%  | 8%    |
| Quagsire                   | 12%     | -   | 36%   |

| Route 27<br>(Silver Version) | Morning | Day | Night |
|------------------------------|---------|-----|-------|
| Doduo                        | 40%     | 44% | -     |
| Dodrio                       | 24%     | 32% | -     |
| Arbok                        | 16%     | 16% | 32%   |
| Ponyta                       | 8%      | 8%  | 8%    |
| Quagsire                     | 12%     | -   | 36%   |

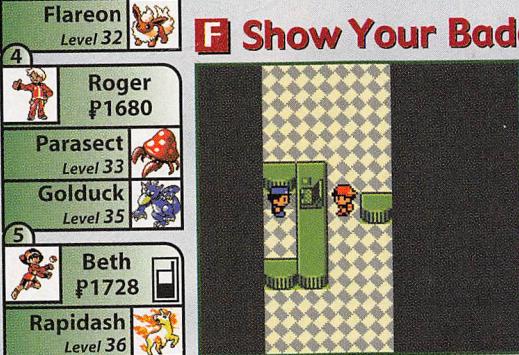


## D You Can Heal Here

This is the longest stretch of field in the game, and the trainers aren't easy. Fortunately, this woman is here to heal your wounds.

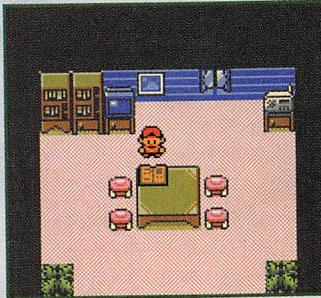


|    |                         |
|----|-------------------------|
| 1  | Richard<br>P1152        |
| 2  | Joyce<br>P1536          |
| 3  | Gaven<br>P1536          |
| 4  | Victreebell<br>Level 32 |
| 5  | Kingler<br>Level 32     |
| 6  | Flareon<br>Level 32     |
| 7  | Roger<br>P1680          |
| 8  | Parasect<br>Level 33    |
| 9  | Golduck<br>Level 35     |
| 10 | Beth<br>P1728           |
| 11 | Rapidash<br>Level 36    |



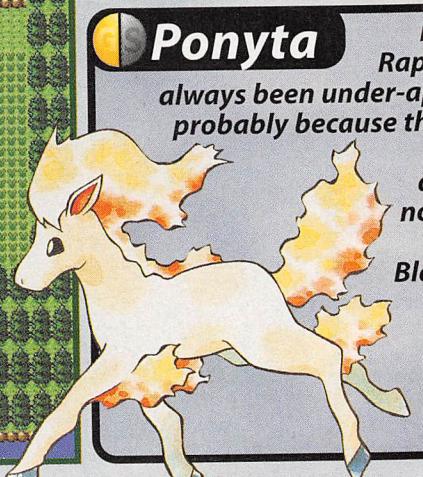
## E The Home of the Once-a-Week Siblings

This small house is home to all seven of the Once-a-Week Brothers and Sisters we've been running into throughout Johto. No one's home, but the notebook on top of the table contains a list of the siblings and their whereabouts, in case you missed any.



## F Show Your Badges and Pass Freely

The gatekeeper here won't let you pass unless you have all eight badges, which should be no problem for you at this point. The path only gets harder from here, so make sure to save and heal (backtrack to point D if necessary) before you set foot on Victory Road.



### Ponyta

Ponyta and Rapidash have always been under-appreciated, probably because they learn so few Fire attacks. But now they can learn Fire Blast, and put their high Speed to good use.

### Doduo

Doduo's moves have been shuffled around a bit, making it a little better than it used to be. By the time you catch one here, it will already have Tri Attack, a cool move that can now cause status conditions. They also start with Dark-type Pursuit.





section

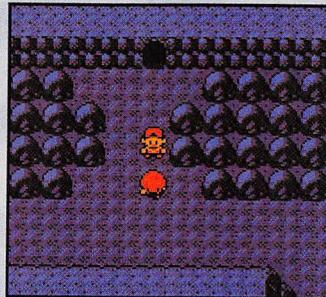
## I-5

## VICTORY ROAD

## A Another Rival Ambush

Look, a rival's got to do what a rival's got to do, but does it always have to be right at the end of a long, grueling dungeon, mere steps away from a Pokécenter? Alas, yes.

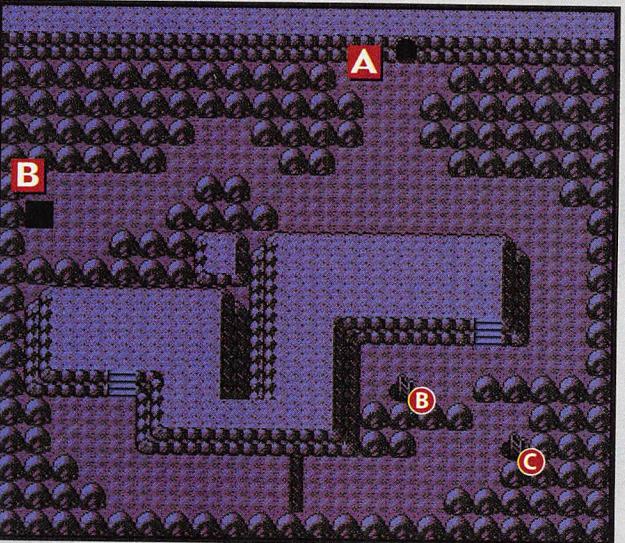
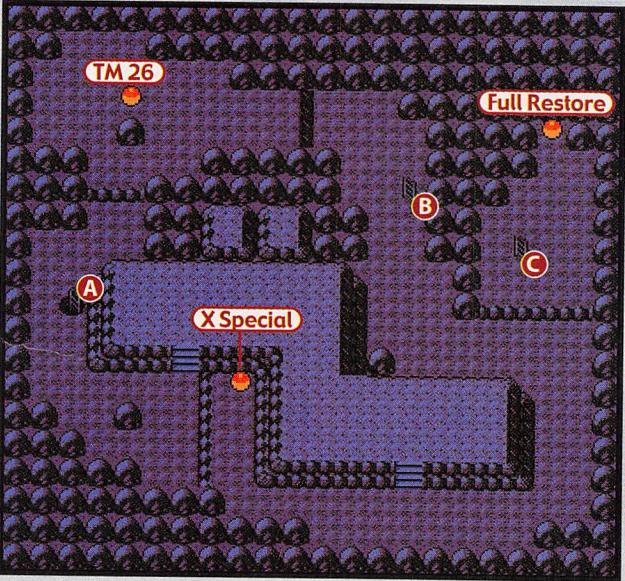
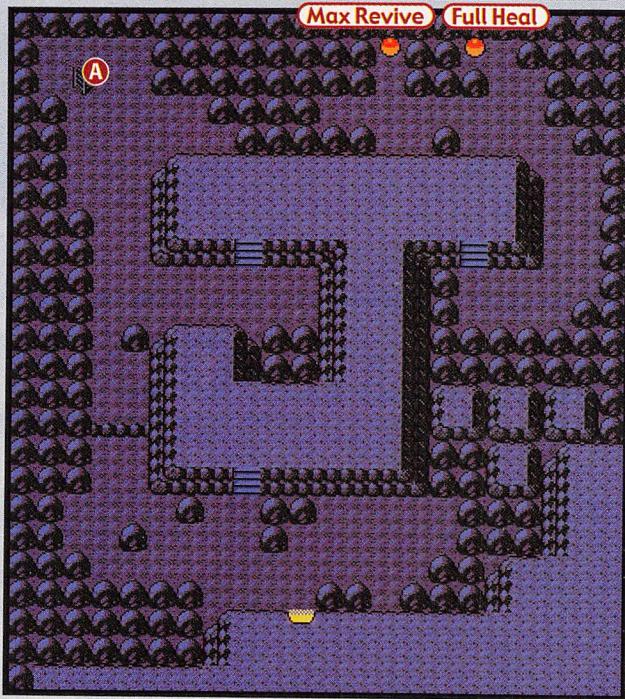
The dungeon up to this point is quite straightforward, but prepare for this fight when you head up to the exit. Your rival has six Pokémons now, and their levels are quite high.



## B Take the Pit Down to TM 26



You might want to pop into the Plateau and heal before you come back out, jump into this pit, and drop down to **TM 26**. This TM contains Earthquake, which is a good skill, especially considering how many Ground Pokémons have no Ground attacks.

Route 23  
(Gold Version)

|          | Morning | Day | Night |
|----------|---------|-----|-------|
| Onix     | 16%     | 16% | 16%   |
| Graveler | 24%     | 24% | 24%   |
| Golbat   | 32%     | 32% | 32%   |
| Rhyhorn  | 4%      | 4%  | 4%    |
| ???      | 24%     | 24% | 24%   |

Route 23  
(Silver Version)

|          | Morning | Day | Night |
|----------|---------|-----|-------|
| Onix     | 16%     | 16% | 16%   |
| Graveler | 24%     | 24% | 24%   |
| Golbat   | 32%     | 32% | 32%   |
| Rhyhorn  | 4%      | 4%  | 4%    |
| Donphan  | 24%     | 24% | 24%   |

# INDIGO PLATEAU

section  
I-6

## Poké Mart

|              |      |
|--------------|------|
| ULTRA BALL   | 1200 |
| MAX REPEL    | 700  |
| HYPER POTION | 1200 |
| MAX POTION   | 2500 |
| FULL RESTORE | 3000 |
| REVIVE       | 1500 |
| FULL HEAL    | 600  |

The time has come! The rules for Indigo Plateau haven't changed: You have to do all five fights in a row, and you won't be able to get to a Pokémon Center in between. Spend all

your money at the Mart first, so if you lose, you can keep the EXP but not suffer a cash penalty. Your party should have at least one good Fire, Electric, and Psychic Pokémons. Most of all, it needs a high level Ice Pokémon, and Lapras is the best. Fighting Pokémons are nice, but it's those four that will win this war.



## 1: Will

All of Will's Pokémons are part Psychic, but the best way to go is Electric. A good Electric Pokémon can fry Slowbro and the two Xatu in one shot each, and Fire works great on the others. Beating Will is all in using the right type at the right time.



Xatu  
Level 40



Exeggutor  
Level 41



Slowbro  
Level 41



Jynx  
Level 41



Xatu  
Level 42

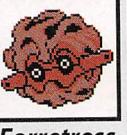


## 2: Koga

Fire continues to be great, roasting Koga's first two Pokémons. A nice Psychic like Alakazam or Espeon can make equally short work of Poison-type Muk, Venomoth, and Crobat. You should still be coasting on type matching at this point.



Ariados  
Level 40



Forretress  
Level 43



Muk  
Level 42



Venomoth  
Level 41



Crobat  
Level 44



## 3: Bruno

If your Psychic got wounded in the last round, heal it up before you go against Bruno, since it's the key Pokémon against four of Bruno's five fighters. Give your Ice Pokémons (preferably Water/Ice Lapras) a warm-up with the Onix.



Hitmontop  
Level 42



Hitmonlee  
Level 42



Hitmonchan  
Level 42



Onix  
Level 43



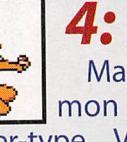
Machamp  
Level 46



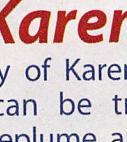
Umbreon  
Level 42



Vileplume  
Level 42



Gengar  
Level 45



Murkrow  
Level 44



Houndoom  
Level 47



## 5: Lance

These Pokémons are tough! Here's where the high-level Lapras (or Jynx, Dewgong or Cloyster) comes in. It gets to deal with all three of the Dragonite, and if it has a good Water attack, it can do wonders against Charizard and Aerodactyl too. As for other types, you'll want to go Electric for Gyarados and maybe Charizard, but other Pokémons are most useful for stalling while you heal your Ice-type attacker.



Gyarados  
Level 44



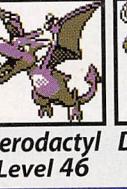
Dragonite  
Level 47



Charizard  
Level 46



Dragonite  
Level 47



Aerodactyl  
Level 46



Dragonite  
Level 50



## SECTION J: EAST KANTO

The Elite Four have been beaten and the credits have rolled, but your quest is far from over. A whole new continent beckons: Kanto, the setting of the original Pokémon games. Our first objective in Kanto will be to restore power to the train that links Johto's Goldenrod and Kanto's Saffron.



### section J-1

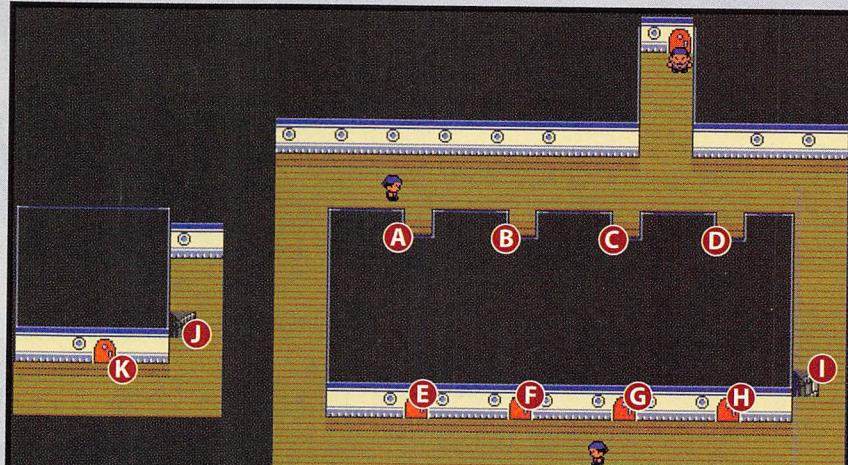
## S.S. AQUA

### The Ship Leaves From Olivine City

When you resume your game, you'll find yourself at your home in New Bark Town. As soon as you head outside, you'll get a call from Professor Elm. He has another reward for you, the **S.S. Ticket**. Fly to Olivine City, head down to the harbor, and hop on board for a short voyage to Kanto.

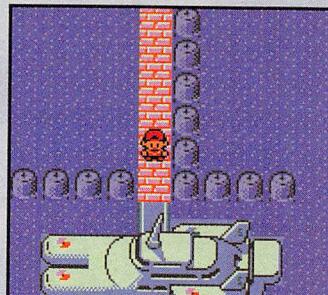
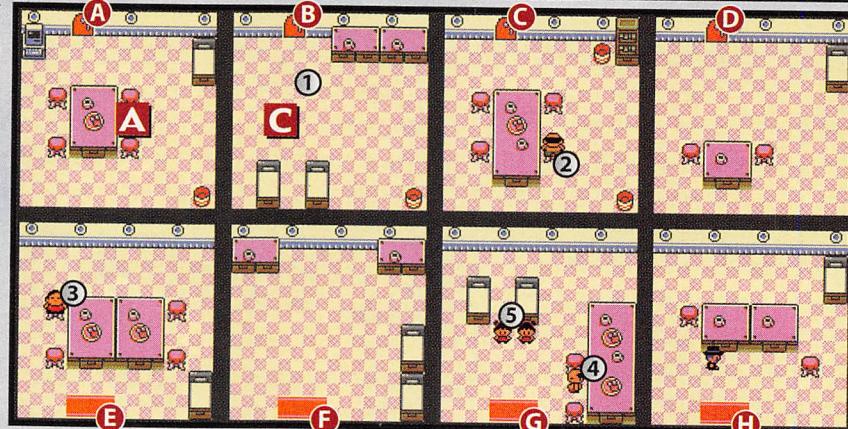
### A Check Into Your Room

The Professor has you travelling in style—a private room! It has a PC, and you can heal here too. This ship is full of trainers, but they're much easier than the opponents you just faced in the Indigo Plateau, so you may want to take the opportunity to break in some new Pokémons.



### B C A Lost Child & A Shirking Sailor

After you board, you'll be approached by a man looking for his lost daughter. It seems she went downstairs, but there's a guy blocking the way (B) and he won't move until you find his missing sailor. You'll find him in the room next to yours (C) and after you beat him, his boss will get out of your way.



|   |         |          |
|---|---------|----------|
| 1 | Stanley | ¥1040    |
| 2 | Machop  | Level 31 |
| 3 | Psyduck | Level 26 |
| 4 | Machoke | Level 33 |

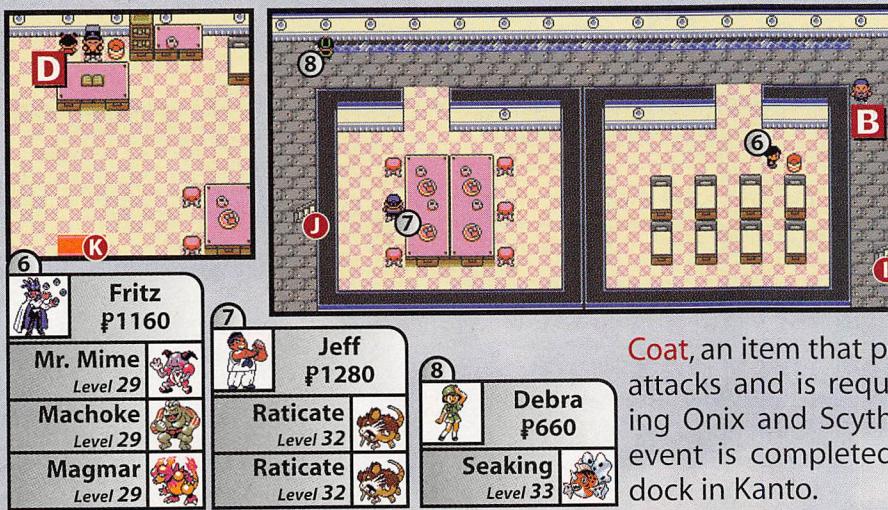
|   |           |          |
|---|-----------|----------|
| 1 | Noland    | ¥1056    |
| 2 | Sandslash | Level 30 |
| 3 | Golem     | Level 33 |

|   |         |          |
|---|---------|----------|
| 1 | Lyle    | ¥1344    |
| 2 | Koffing | Level 28 |
| 3 | Flareon | Level 31 |

|   |       |          |
|---|-------|----------|
| 1 | Colin | ¥2560    |
| 2 | ???   | Level 33 |
| 3 | ???   | Level 31 |

**D Retrieve the Missing Child**

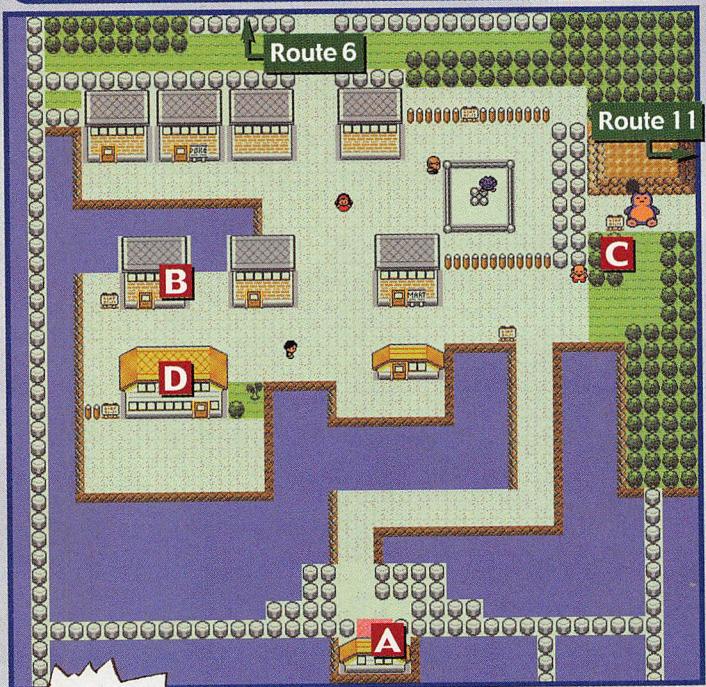
With the sailor gone, you can head up to the Captain's room, where you'll find the lost child. Escort her back to her father, and he'll reward you with a **Metal Coat**, an item that powers up Steel attacks and is required for evolving Onix and Scyther. When this event is completed, the ship will dock in Kanto.



|                      |                      |
|----------------------|----------------------|
| <b>D</b>             | <b>K</b>             |
| Fritz<br>¥1160       |                      |
| Mr. Mime<br>Level 29 | Jeff<br>¥1280        |
| Machoke<br>Level 29  | Raticate<br>Level 32 |
| Magmar<br>Level 29   | Raticate<br>Level 32 |
|                      | Debra<br>¥660        |
|                      | Seaking<br>Level 33  |



# VERMILION CITY

section J-2
**A The Ship Schedule**

Until the train is fixed, the ship is the only way to get between Kanto and Johto (besides flying to the Indigo Plateau and walking back). The ship leaves from Kanto every Wednesday and Sunday, and comes back on Monday and Friday. When next you ride, you'll meet a whole new set of trainers on board.

**B The Pokémon Fan Club**

Listen to the Fan Club President's long, boring story, and he will reward you with a **Rare Candy**. Also note the Clefairy Doll while you're here... It will be important a bit later.

**C Let Sleeping Snorlax Lie (For Now)**

We'll come back when we figure out a way to wake Snorlax. Also note the guy next to him—When you get all 8 Kanto Badges, he'll

give you a free Max Up.

**D Battle Lt. Surge for the Thunder Badge**

And you thought you were done with the Badges! Nope, Kanto has eight new ones (well, hardly new to Red/Blue/Yellow players), starting with Lt. Surge's Thunder Badge. You'll want to bring your best Grass

and Ground-types along (Note to Silver players: Donphan is great here), but most good Pokémons will do, since these Pokémons mostly use

Normal-type attacks anyway.

|                           |
|---------------------------|
| <b>Lt. Surge</b><br>¥4600 |
| Raichu<br>Level 44        |
| Electrode<br>Level 40     |
| Electabuzz<br>Level 46    |
| Electrode<br>Level 40     |
| Magneton<br>Level 40      |

|                         |
|-------------------------|
| <b>Gregory</b><br>¥2376 |
| Pikachu<br>Level 37     |
| Flaaffy<br>Level 33     |
| Voltorb<br>Level 33     |

**Poké Mart**

|              |      |
|--------------|------|
| ULTRA BALL   | 1200 |
| SUPER POTION | 700  |
| HYPER POTION | 1200 |
| REVIVE       | 1500 |
| PARALYZ HEAL | 200  |
| AWAKENING    | 250  |
| BURN HEAL    | 250  |
| LITEBLUEMAIL | 50   |

|                        |
|------------------------|
| <b>Horton</b><br>¥1320 |
| Electrode<br>Level 33  |
| Electrode<br>Level 33  |
| Electrode<br>Level 33  |
| Electrode<br>Level 33  |

|                         |
|-------------------------|
| <b>Vincent</b><br>¥1024 |
| Magnemite<br>Level 27   |
| Magnemite<br>Level 32   |
| Magnemite<br>Level 32   |
| Voltorb<br>Level 33     |

## section J-3

# ROUTE 6



North to short, dull Route 6 is the only way we can go from Vermilion. A tunnel here links Route 6 to Cerulean City, but it will be closed until you fix the power outage.

| Route 6<br>Both Versions | Morning | Day | Night |
|--------------------------|---------|-----|-------|
| Pidgey                   | 30%     | 30% | -     |
| Bellsprout               | 20%     | 20% | 20%   |
| Abra                     | 10%     | 10% | 10%   |
| Magnemite                | 20%     | 20% | 20%   |
| Meowth*                  | 20%     | 20% | 20%   |
| Oddish                   | -       | -   | 30%   |

\*Appears in Silver Version Only



## section J-4

# SAFFRON CITY

### A Get TM 29



As in the last game, this guy reads minds and presents all comers with TM 29, Psychic. He must have quite a stockpile.

### B A Free Upgrade

You won't get far in Silph Co., but they'll give you a free Up-grade, which will "upgrade" a certain Pokémon when you trade it.



### C More Freebies at the Fighting Gym

The Karate Master is still in Johto, and surely he wouldn't have left anything lying around if he didn't want us to take it, right? Keep telling yourself that as you take the Focus Band, which sometimes protects your Pokémon from Fainting.



#### Poké Mart

|              |      |
|--------------|------|
| GREAT BALL   | 600  |
| ULTRA BALL   | 1200 |
| HYPER POTION | 1200 |
| MAX POTION   | 2500 |
| FULL HEAL    | 600  |
| X ATTACK     | 500  |
| X DEFEND     | 550  |
| FLOWER MAIL  | 50   |

**D The Copycat Girl**

This kid is up to her old tricks, but if you come back after restoring the power, you'll find her pouting over a Clefairy Doll she lost in Vermilion (in the Fan Club). Return it, and she will give you a rail Pass.

**E Battle Sabrina for the Marsh Badge**

If Sabrina gives you trouble, you can always head down to Route 7, load up on Dark-types, and teach Sabrina why Psychic is no longer the unequivocal best type in the game. Or you can just wear her out with your best Poké-mon—she only has three and you can probably outlast them. To get to her, take route A-B-F-I-M. Just like last time!



|   |                      |
|---|----------------------|
| 3 | Doris<br>P1440       |
| 4 | Slowbro<br>Level 36  |
| 1 | Rebecca<br>P1400     |
| 2 | Franklin<br>P1184    |
| 5 | Sabrina<br>P4800     |
| 1 | Jared<br>P1120       |
| 2 | Mr. Mime<br>Level 32 |
| 3 | Exeggute<br>Level 32 |
| 4 | Exeggute<br>Level 35 |
| 5 | Alakazam<br>Level 48 |

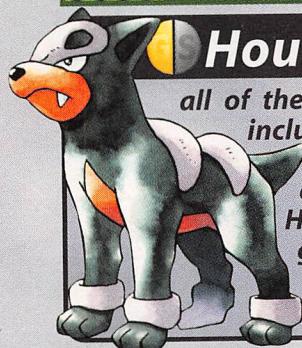
# ROUTE 7

section J-5
**A Catch Some Dark Poké-mon (Finally!)**

This small chunk of land leads to Celadon City (and contains another closed tunnel), but we don't care about that right now. What makes it noteworthy is the two Dark Poké-mon that come out, naturally, at night. Houndour, particularly, is one you won't want to miss. But both are great for dealing with Sabrina's Psychic Gym.

**Houndour**

Houndour is strong and versatile. Outside of Roar, all of the moves it learns are attacks, and they include Faint Attack (which never misses), Flamethrower, and Crunch, Dark's best attack. Houndour's evolved form, Houndoom (at level 24) has generally good stats (including impressive Speed), and its versatility makes it a good pick versus the game's tricky final opponent.



| Route 7<br>(Gold Version) | Morning | Day | Night |
|---------------------------|---------|-----|-------|
| Spearow                   | 28%     | 16% | -     |
| Rattata                   | 36%     | 36% | 20%   |
| Raticate                  | 12%     | 16% | 20%   |
| Growlithe                 | 24%     | 32% | 24%   |
| Houndour                  | -       | -   | 8%    |
| Murkrow                   | -       | -   | 28%   |

| Route 7<br>(Silver Version) | Morning | Day | Night |
|-----------------------------|---------|-----|-------|
| Spearow                     | 44%     | 28% | -     |
| Raticate                    | 20%     | 24% | 24%   |
| Meowth                      | 16%     | 20% | 20%   |
| Persian                     | 4%      | 4%  | 4%    |
| Vulpix                      | 16%     | 24% | 20%   |
| Houndour                    | -       | -   | 8%    |
| Murkrow                     | -       | -   | 24%   |

**Murkrow**

As Dark Poké-mon go, this one's pretty bad. It has thoroughly mediocre stats, a bad combination of types (there are just too many Flyers out there already), and really poor moves. Its most powerful attack is Faint Attack, the Dark version of Swift. Outside of that, you have Peck, Nightshade, and not much else. But it can learn Fly.



## section J-6

# ROUTE 8



We'll take the long way to the Power Plant: Route 8 to Lavender, then into the Rock Tunnel. If you plan to hunt in Route 8, you'll need a Pokémon with Cut. This is the only place to catch wild Kadabra, which start with Kinesis, a move evolved Kadabra never learn.



| Route 8<br>(Gold Version) | Morning | Day | Night |
|---------------------------|---------|-----|-------|
| Pidgeotto                 | 56%     | 56% | -     |
| Abra                      | 24%     | 24% | 24%   |
| Kadabra                   | 8%      | 8%  | 8%    |
| Growlithe                 | 12%     | 12% | 12%   |
| Haunter                   | -       | -   | 24%   |
| Noctowl                   | -       | -   | 32%   |

| Route 8<br>(Silver Version) | Morning | Day | Night |
|-----------------------------|---------|-----|-------|
| Pidgeotto                   | 44%     | 44% | -     |
| Abra                        | 16%     | 16% | 16%   |
| Kadabra                     | 8%      | 8%  | 8%    |
| Meowth                      | 20%     | 20% | 20%   |
| Vulpix                      | 12%     | 12% | 8%    |
| Haunter                     | -       | -   | 24%   |
| Noctowl                     | -       | -   | 24%   |

|   |           |          |
|---|-----------|----------|
| 1 | Dwayne    | ₽960     |
|   | Koffing   | Level 27 |
|   | Koffing   | Level 29 |
|   | Koffing   | Level 28 |
|   | Koffing   | Level 30 |
| 2 | Harris    | ₽1088    |
|   | Flareon   | Level 34 |
| 3 | Zeke      | ₽1024    |
|   | Koffing   | Level 32 |
|   | Koffing   | Level 32 |
| 4 | Sam       | ₽1088    |
|   | Grimer    | Level 34 |
|   | Muk       | Level 34 |
| 5 | Tom       | ₽1029    |
|   | Magnemite | Level 32 |
|   | Magnemite | Level 32 |
|   | Magnemite | Level 32 |

## section J-7

# LAVENDER TOWN

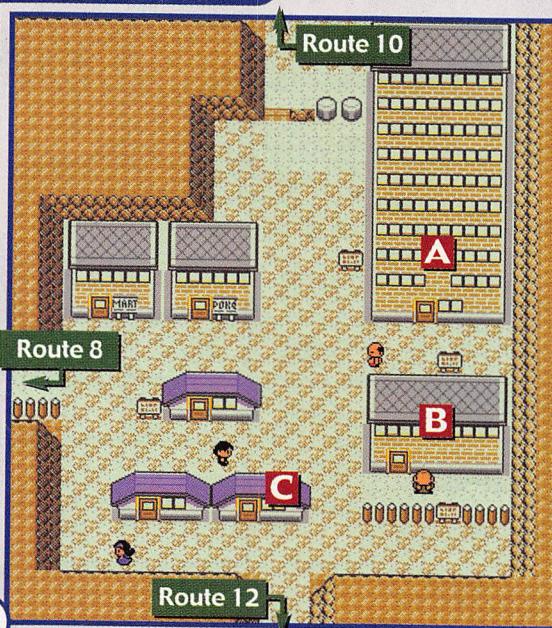


### A Kanto's Radio Tower is Out of Order

With the power down, the Radio Tower here is out of commission. But if you come back when the power's restored, they'll thank you with a new Radio Card that lets you listen to Kanto's radio programs.

### B Mr. Fuji's New Project

So they turned a tower built for the purpose of honoring dead Pokémon into a radio tower? That's more than a little tacky, but I guess Lavender's economy needed a boost. You can visit your old friend Mr. Fuji at the newer, smaller mausoleum at point B.



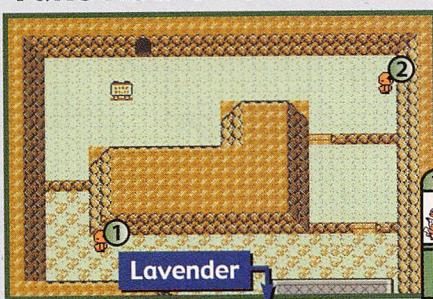
### C Another Name Rater

If you need to rename your Pokémon, you can come here and save yourself a trip to Goldenrod. As always, you can't change the names of Pokémon you received in trades.

# ROCK TUNNEL

section  
**J-8**

## Take Route 10 to the Rock Tunnel

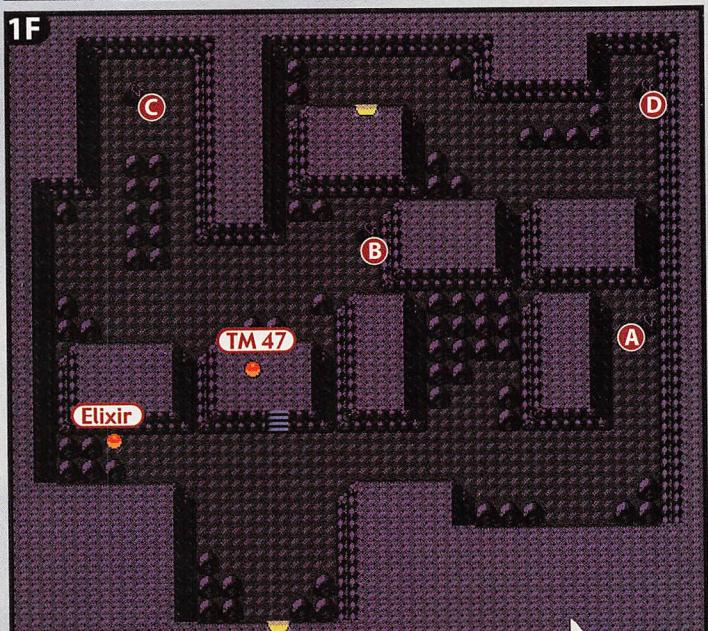


The Power Plant is right on the other side of this small tunnel, just north of Lavender.

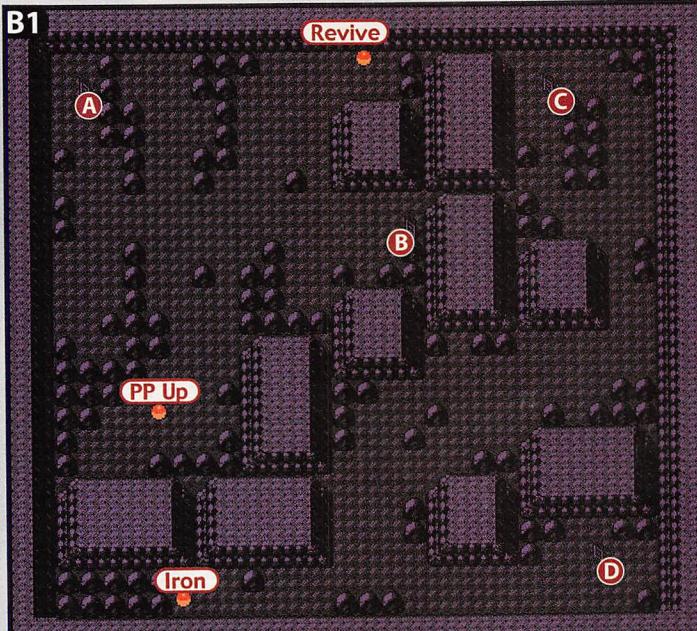
The Rock Tunnel is a simple dungeon with a few interesting items (like TM 47, which contains Steel Wing, a rare Steel-type attack). It's also the only place you'll find Cubone and Kangaskhan in Gold and Silver.



**1F**

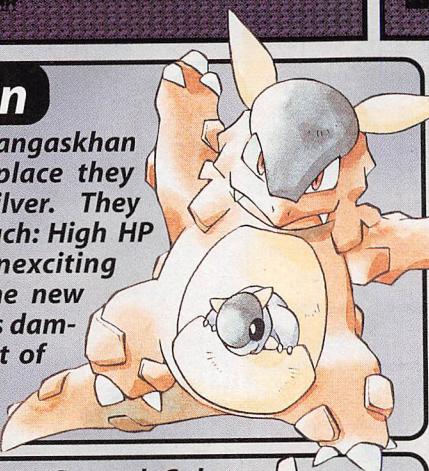


**B1**



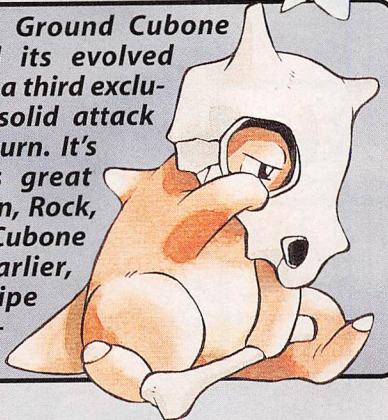
## Kangaskhan

You won't see a lot of Kangaskhan here, but it's the only place they show up in Gold and Silver. They haven't changed too much: High HP and good stats, but unexciting moves. It does have one new one, Reversal, which does damage equal to the amount of HP Kangaskhan has lost.



## Cubone

Pure Ground Cubone (and its evolved form, Marowak), now have a third exclusive move: Bone Rush, a solid attack that strikes 2-5 times each turn. It's Ground-type, too, so it's great against Fire, Electric, Poison, Rock, and even Steel Pokémon. Cubone also gets Bonemerang earlier, and can learn False Swipe (which is great for capturing wild Pokémon).



Tunnel 1F  
Both Versions

|         | Morning | Day | Night |
|---------|---------|-----|-------|
| Geodude | 24%     | 24% | 24%   |
| Machop  | 24%     | 24% | 24%   |
| Machoke | 4%      | 4%  | 4%    |
| Zubat   | 16%     | 16% | 16%   |
| Cubone  | 32%     | 32% | 32%   |

Tunnel B1  
Both Versions

|            | Morning | Day | Night |
|------------|---------|-----|-------|
| Geodude    | 20%     | 20% | 20%   |
| Onix       | 20%     | 20% | 20%   |
| Zubat      | 12%     | 12% | 12%   |
| Cubone     | 32%     | 32% | 32%   |
| Marowak    | 8%      | 8%  | 8%    |
| Kangaskhan | 8%      | 8%  | 8%    |

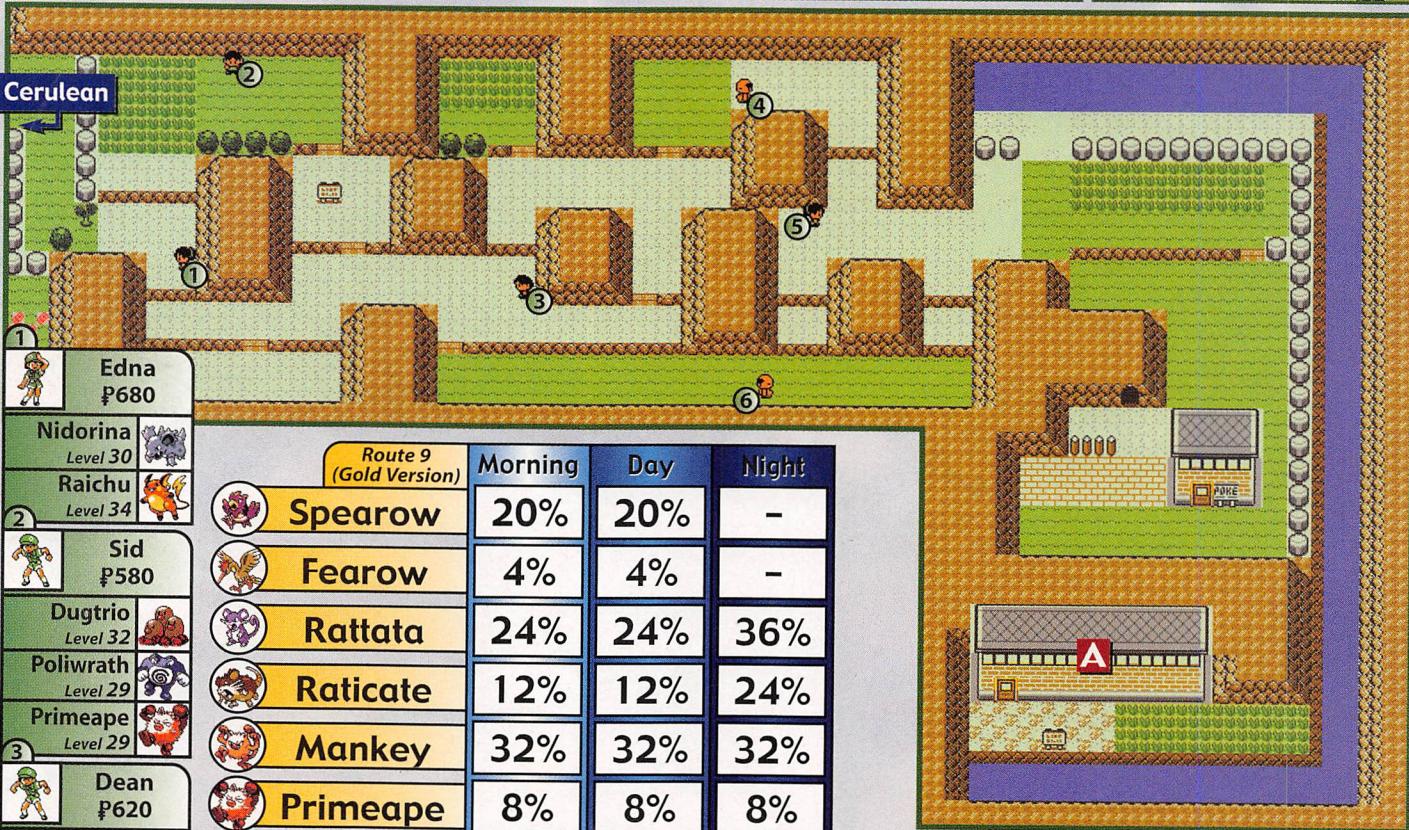
section  
**J-9**

# ROUTE 9+10



## A The Machine Parts Have Been Stolen!

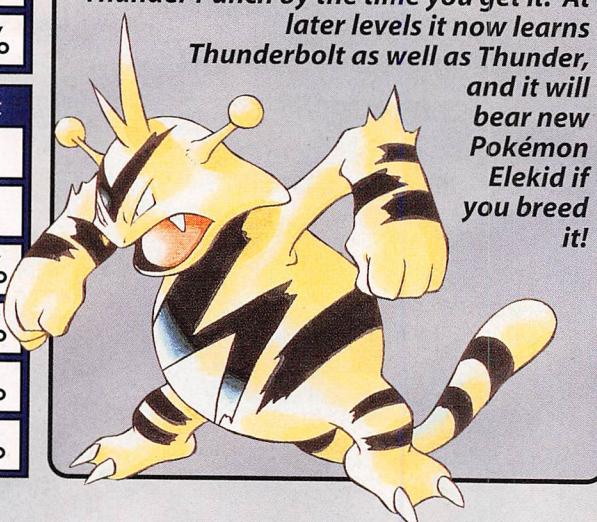
The power is out for all of Kanto 'cause some jerk swiped a part from the Power Plant. As you leave, a guard will give you a tip that a suspicious character has been spotted in Cerulean City, which is west through Route 9. But before you go to investigate, search the strip of grass outside of the Power Plant (that's Route 10) for an Electabuzz.



| Route 9<br>(Gold Version) |                 | Morning | Day | Night |
|---------------------------|-----------------|---------|-----|-------|
|                           | <b>Spearow</b>  | 20%     | 20% | -     |
|                           | <b>Fearow</b>   | 4%      | 4%  | -     |
|                           | <b>Rattata</b>  | 24%     | 24% | 36%   |
|                           | <b>Raticate</b> | 12%     | 12% | 24%   |
|                           | <b>Mankey</b>   | 32%     | 32% | 32%   |
|                           | <b>Primeape</b> | 8%      | 8%  | 8%    |

| Route 9<br>(Silver Version) |                 | Morning | Day | Night |
|-----------------------------|-----------------|---------|-----|-------|
|                             | <b>Spearow</b>  | 40%     | 40% | -     |
|                             | <b>Fearow</b>   | 12%     | 12% | -     |
|                             | <b>Rattata</b>  | 28%     | 28% | 60%   |
|                             | <b>Raticate</b> | 20%     | 20% | 40%   |

| Route 10<br>Both Versions |                   | Morning | Day | Night |
|---------------------------|-------------------|---------|-----|-------|
|                           | <b>Spearow</b>    | 20%     | 24% | -     |
|                           | <b>Fearow</b>     | 8%      | 12% | -     |
|                           | <b>Raticate</b>   | 20%     | 24% | 24%   |
|                           | <b>Voltorb</b>    | 28%     | 32% | 28%   |
|                           | <b>Electabuzz</b> | 8%      | 8%  | 16%   |
|                           | <b>Quagsire</b>   | 16%     | -   | 32%   |



## Electabuzz

**Electric** Pokémons are few and far between, so good ones like Electabuzz are always welcome. Its Speed and Special Attack scores are top class, and it should already know Thunder Punch by the time you get it. At later levels it now learns

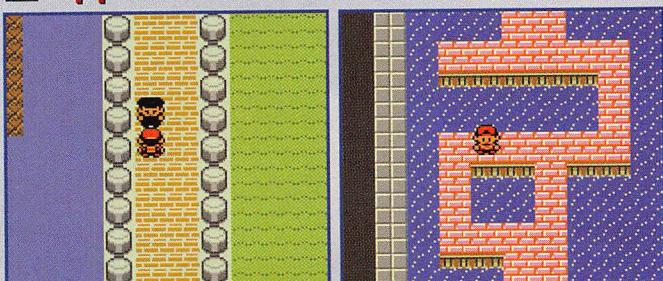
Thunderbolt as well as Thunder, and it will bear new Pokémons Elekid if you breed it!

# CERULEAN CITY

section

J-10

## A Apprehend the Thief

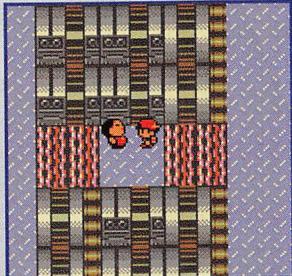


The thief is hiding from the law in the Gym, and he'll run for it when you come to visit. Fortunately, the man outside saw which way he ran: north towards Route 24. Catch him on the bridge, defeat his lone Pokémon, and he'll fess up. He stashed the **Machine Part** in the Gym, and you'll find it by searching in the spot shown to the left.



## B Return the Stolen part

When you return the part to the Power Plant, you'll be rewarded with **TM 07**. And when that's all over, you'll be able to recover the Copycat Girl's **Clefairy Doll**, ride the train from Saffron to Goldenrod at any point, and pick up



the **Expn. Card** in Lavender. You can use that card to wake up Snorlax, which we'll discuss on page 89.

## C Something in the Water



This kid reported a ping from his Item Finder, but didn't follow it up. Head into the water and use your own: You'll find the **Berserk Gene** which, when held, raises the Pokémon's Attack, but also Confuses it.

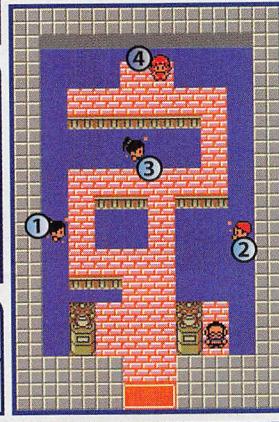


## D Find Misty and Her Mystery Date

Once you've returned the Machine Part, you can come back to Cerulean and hunt down Misty. She's shirking Gym duty... To go on a date? You'll need to

fight your way through Route 24+25 (covered on the next page), but you'll find her and her mystery man at the end. When the guy dashes off, Misty will return to her post at the Gym.

|   |                     |
|---|---------------------|
| 1 | Briana<br>¥700      |
| 2 | Seaking<br>Level 35 |
| 3 | Seaking<br>Level 35 |
| 4 | Parker<br>¥280      |
| 1 | Horsea<br>Level 32  |
| 2 | Seadra<br>Level 35  |
| 3 | Horsea<br>Level 32  |
| 4 | Diana<br>¥740       |
| 1 | Golduck<br>Level 37 |



|                      |
|----------------------|
| Misty<br>¥4700       |
| Golduck<br>Level 42  |
| Quagsire<br>Level 42 |
| Lapras<br>Level 44   |
| Starmie<br>Level 47  |

## section J-11

# ROUTE 24 + 25



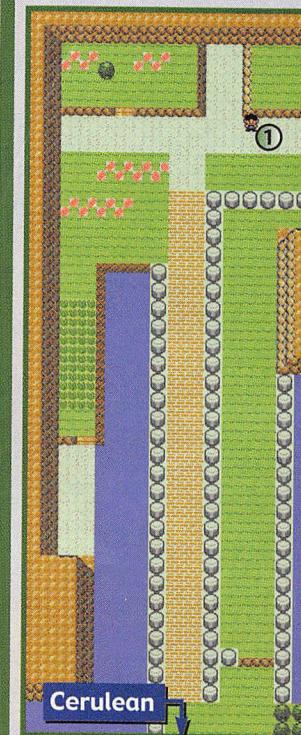
Defeat the first six trainers, and this guy will reward you with a **Nugget**—and one more fight. It's tough, so be ready.

### A More Battles



### B The Curious Old Man

The man who is house-sitting for Bill doesn't get out much, but he's been reading about Poké-mon, and wants to see the one with the long tongue... Show him a Lickitung and he'll give you an **Everstone**. He'll have more requests afterward.



| Route 24<br>(Both Versions) | Morning | Day | Night |
|-----------------------------|---------|-----|-------|
| Sunkern                     | -       | 20% | -     |
| Venonat                     | 20%     | -   | 12%   |
| Venomoth                    | -       | -   | 24%   |
| Bellsprout                  | 36%     | 36% | 12%   |
| Weepinbell                  | 20%     | 20% | 4%    |
| Abra                        | 24%     | 24% | 12%   |
| Oddish                      | -       | -   | 36%   |

Note: Route 25 contains the same Poké-mon, but with Pidgey and Pidgeotto instead of Sunkern.

|   |   |
|---|---|
| 1 Dudley<br>£1120<br>Oddish<br>Level 35   | 5 Lloyd<br>£680<br>Nidoking<br>Level 34   |
| 2 Ellen<br>£816<br>Wigglytuff<br>Level 30 | 6 Shannon<br>£768<br>Paras<br>Level 29    |
| 3 Joe<br>£1056<br>Tangela<br>Level 33     | 7 Pat<br>£1152<br>Vaporeon<br>Level 33    |
| 4 Laura<br>£744<br>Gloom<br>Level 28      | 8 Kevin<br>£1680<br>Bellossom<br>Level 33 |
|   | Rhyhorn<br>Level 38                       |
|   | Charmeleon<br>Level 35                    |
|   | Pidgeotto<br>Level 31                     |
|   | Wartortle<br>Level 35                     |

## section J-12

# ROUTE 5

You'll have to drop down from the top to get to this house. The old woman will give you a **Cleanse Tag**, which, when equipped, will reduce the number of wild Poké-mon

encounters you face. After Route 5, cut west through Saffron and Route 7 to get to Celadon.



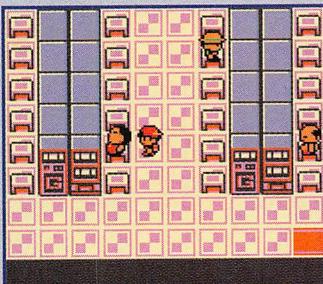
| Route 5<br>Both Versions | Morning | Day | Night |
|--------------------------|---------|-----|-------|
| Pidgey                   | 32%     | 32% | -     |
| Bellsprout               | 24%     | 24% | 16%   |
| Abra                     | 24%     | 24% | 12%   |
| Meowth*                  | 20%     | 20% | 12%   |
| Oddish                   | -       | -   | 40%   |
| Gloom                    | -       | -   | 20%   |

\*Appears in Silver Version Only



# CELADON CITY

section  
J-13

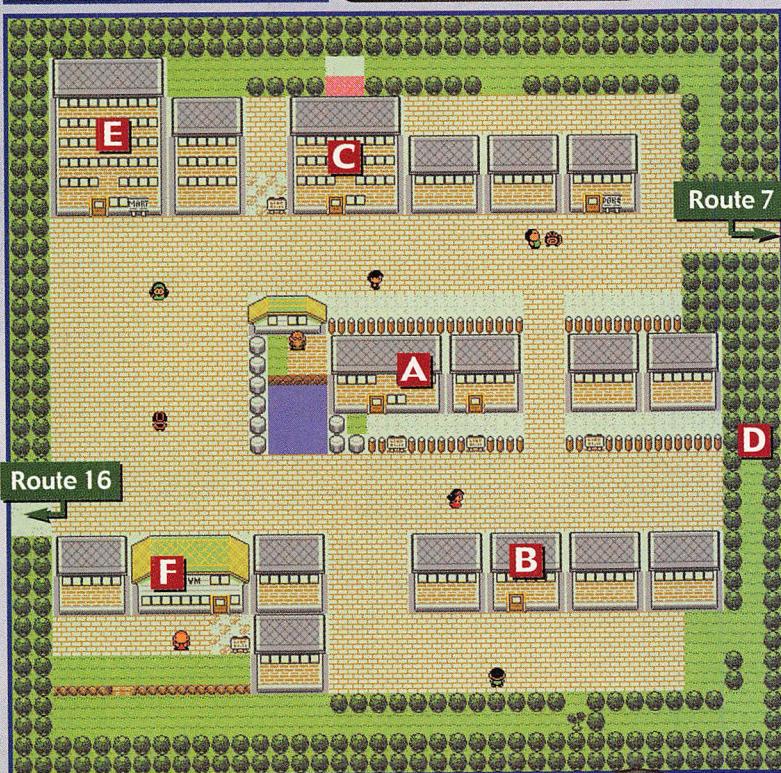


## A New Celadon Game Corner Prizes

### Prizes (in coins)

|                     |      |
|---------------------|------|
| TM 32 (Double Team) | 1500 |
| TM 29 (Psychic)     | 3500 |
| TM 15 (Hyper Beam)  | 7500 |
| Mr. Mime            | 3333 |
| Eevee               | 6666 |
| Porygon             | 9999 |

The Celadon Game Corner is just like the one in Goldenrod (and your coins are good in either one), but has new prizes that include Porygon, Eevee (!!!), and TM 29.



## E The Celadon Dept. Store

### Dept. Store 2F

|             |      |
|-------------|------|
| POKÉ BALL   | 200  |
| GREAT BALL  | 600  |
| ULTRA BALL  | 1200 |
| ESCAPE ROPE | 550  |
| FULL HEAL   | 600  |
| ANTIDOTE    | 100  |
| BURN HEAL   | 250  |
| ICE HEAL    | 250  |
| AWAKENING   | 250  |
| PARLYZ HEAL | 200  |

### Dept. Store 2F

|              |      |
|--------------|------|
| POTION       | 300  |
| SUPER POTION | 700  |
| HYPER POTION | 1200 |
| MAX POTION   | 2500 |
| REVIVE       | 1500 |
| SUPER REPEL  | 500  |
| MAX REPEL    | 700  |

### Dept. Store 3F

|                      |      |
|----------------------|------|
| TM 10 (Hidden Power) | 3000 |
| TM 11 (Sunny Day)    | 2000 |
| TM 17 (Protect)      | 3000 |
| TM 18 (Rain Dance)   | 2000 |
| TM 37 (Sandstorm)    | 2000 |

Nothing too exciting, but lots of it.

| Dept. Store 4F |      |
|----------------|------|
| POKÉ DOLL      | 1000 |
| LOVELY MAIL    | 50   |
| SURF MAIL      | 50   |

| Dept. Store 5F |     |
|----------------|-----|
| X ACCURACY     | 950 |
| GUARD SPEC     | 700 |
| DIRE HIT       | 650 |
| X ATTACK       | 500 |
| X DEFEND       | 550 |
| X SPEED        | 350 |
| X SPECIAL      | 350 |

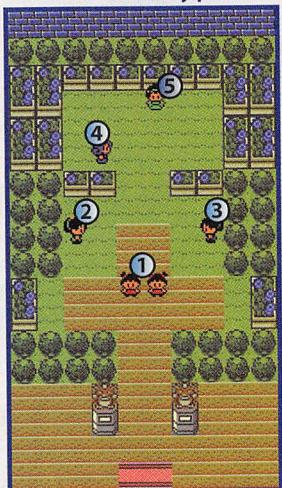
| Dept. Store 6F |     |
|----------------|-----|
| FRESH WATER    | 200 |
| SODA POP       | 300 |
| LEMONADE       | 350 |



## F Battle Erika for the Rainbow Badge

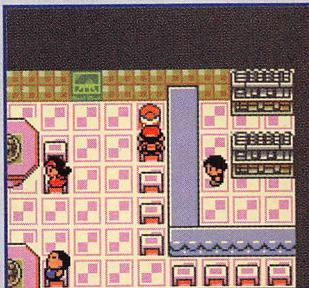
Grass is pretty easy to beat. Just come in with some strong Fire Pokémons and you shouldn't have any problems here. Good second choices include Ice, and Psychic (since a lot of these are also Poison-type). Erika is the first

of the Kanto trainers to toss in a bonus: It's TM 19, Giga Drain, probably the best new Grass attack in Gold and Silver.



## D Hidden Item

You can get a precious PP Up by searching in this fairly conspicuous spot. They're not available in any store, so don't miss it.



## C A Scary Story

Sneak into the mansion through the back at night, and the guy on the top floor will tell you a scary story—and give you TM 03 (Curse).



## CELADON CITY (cont.)

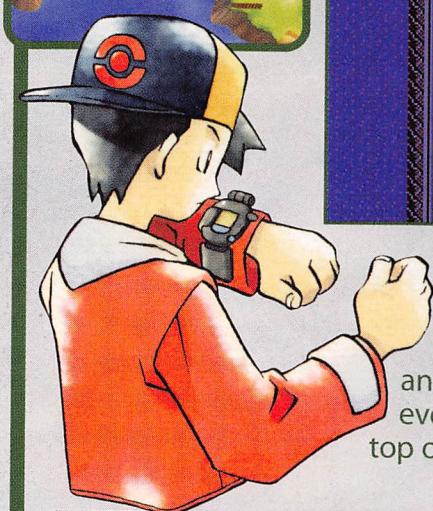
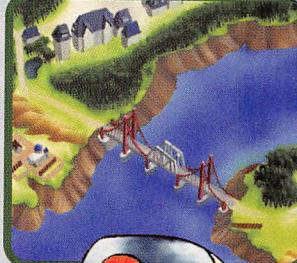
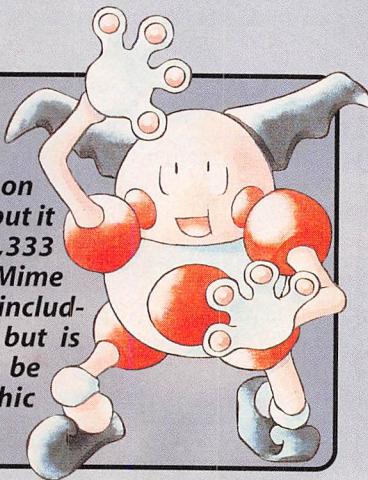
### Polygon



Polygon has been tweaked a bit for the better. It has a new move that turns it into whatever type your opponent will have the hardest time dealing with, and it can now learn Recover and Zap Attack. More importantly, if you trade it with the Up-grade you got at the Silph Co., it will evolve into a new Pokémon which gets the same moves but far better stats.

### Mr. Mime

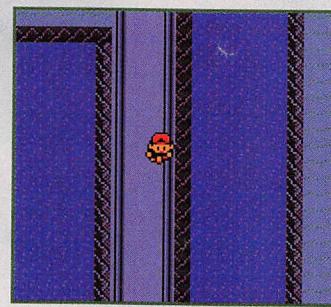
You'll actually be able to catch a wild Mr. Mime later, on Route 28. It won't be easy, but it sure beats racking up 3,333 coins. The Gold/Silver Mr. Mime has a bunch of new moves, including Psybeam and Encore, but is still a bit too defensive to be one of the better Psychic Pokémon.



section

J-15

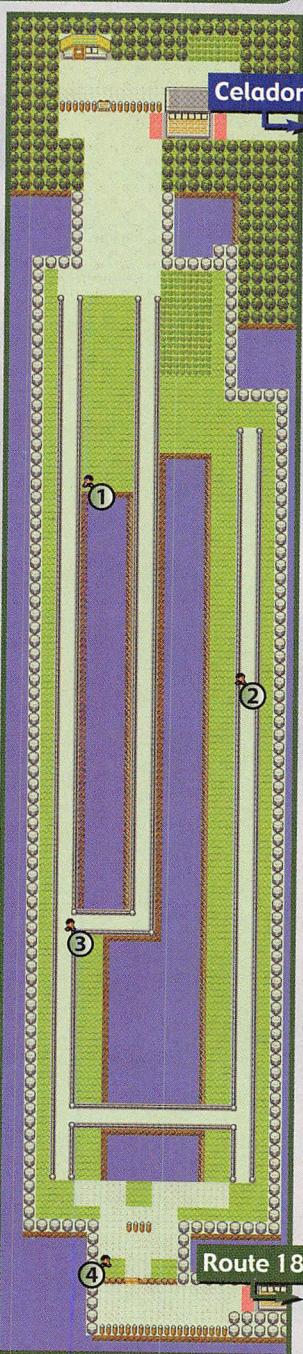
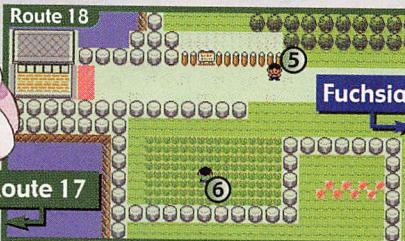
## ROUTE 16-18



Other than the hunting opportunities and a few junior trainers, there isn't anything of interest here, even in the house at the top of the hill.

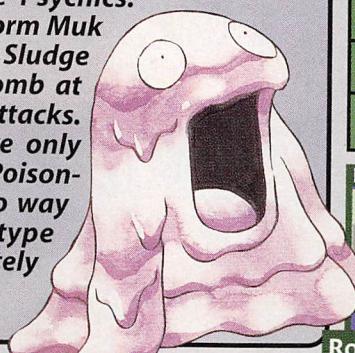
You'll have to use your bike on this steep road, and you'll whiz through it in a heartbeat if you don't stop to smell the flowers (and catch a few rare Pokémon that you won't find anywhere else).

|   |                 |                     |
|---|-----------------|---------------------|
| 1 | Riley<br>£1088  | Weezing<br>Level 34 |
| 2 | Joel<br>£1024   | Magmar<br>Level 32  |
| 3 | Glenn<br>£1024  | Magmar<br>Level 30  |
| 4 | Charles<br>£960 | Weezing<br>Level 30 |
| 5 | Bob<br>£816     | Noctowl<br>Level 34 |
| 6 | Boris<br>£768   | Doduo<br>Level 28   |
|   |                 | Doduo<br>Level 30   |
|   |                 | Dodrio<br>Level 32  |



### Grimer

Pure Poison is actually a pretty nice type, since all you really need to worry about are Psychics. And Grimer and evolved form Muk certainly have the goods: Sludge at level 16 and Sludge Bomb at level 50 are pretty good attacks. But Grimer and Muk have only so-so stats, and with only Poison-type attacks, they have no way to deal with Steel-type Pokémon who are completely immune to Poison.



|         | Route 16<br>Both Versions | Morning | Day | Night |
|---------|---------------------------|---------|-----|-------|
| Fearow  | 50%                       | -       | -   |       |
| Grimer  | 30%                       | 80%     | 60% |       |
| Muk     | 10%                       | 10%     | 20% |       |
| ???     | 10%                       | 10%     | 10% |       |
| Murkrow | -                         | -       | 10% |       |

|        | Route 17+18<br>Both Versions | Morning | Day | Night |
|--------|------------------------------|---------|-----|-------|
| Fearow | 50%                          | -       | -   |       |
| Grimer | 30%                          | 80%     | 70% |       |
| Muk    | 10%                          | 10%     | 20% |       |
| ???    | 10%                          | 10%     | 10% |       |

# FUCHSIA CITY

section  
J-16



## A The Safari Zone is Closed

You know it's closed when they have the door removed! Alas, without that, there isn't much to do in Fuchsia.



## Poké Mart

|              |      |
|--------------|------|
| GREAT BALL   | 600  |
| ULTRA BALL   | 1200 |
| SUPER POTION | 700  |
| HYPER POTION | 1200 |
| FULL HEAL    | 600  |
| MAX REPEL    | 700  |
| FLOWER MAIL  | 50   |

## B No Passage to Cinnabar

A number of fallen boulders have blocked the exit south of here, which leads to Cinnabar Island via Route 19. The blockade will be removed if you come back here from that direction, but for now, the only way to get to Kanto's west side is Diglett's Cave.



Fuchsia City  
Fishing Chart

|          | Old Rod | Good Rod | Super Rod |
|----------|---------|----------|-----------|
| Magikarp | 100%    | 90%      | 80%       |
| Gyarados | -       | 10%      | 20%       |

## C Battle Janine for the Soul Badge

Now that Koga has been promoted to the Indigo Plateau, who's minding the Fuchsia Gym? His daughter Janine, apparently, and a handful of impersonators. The invisible (sorta) walls are still there, but you shouldn't have much trouble feeling your way through and beating the trainers on the way. These are mostly Poison Pokémon, so your Psychics will be the most useful. But since most of them are half-Grass or half-Bug, Fire is almost as good.

|                         |
|-------------------------|
| 1 Linda<br>£816         |
| 2 Bulbasaur<br>Level 30 |
| 3 Ivysaur<br>Level 32   |
| 4 Venusaur<br>Level 34  |
| 5 Nidoqueen<br>Level 36 |



|                        |
|------------------------|
| 1 Linda<br>£816        |
| 2 Barry<br>£720        |
| 3 Nidoking<br>Level 36 |
| 4 Alice<br>£720        |
| 5 Janine<br>£3900      |



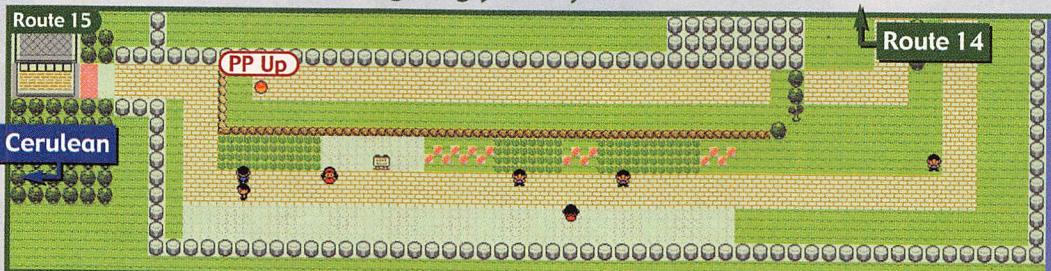
section

J-17

# ROUTE 12-15

## Catch a Chansey on the Way Back to Vermilion

Once again, we'll take the long way back, and once again it's worth it. Routes 13-15 are the only places in the game you can catch a Chansey (see next page), and it's also where you'll finally get the Super Rod and some other neat things. There are a bunch of Trainers here, and we don't have space to list them. But at this point in the game, they shouldn't be giving you any trouble at all.



### A Trade for Aerodactyl

It's hard enough to catch one Chansey, but you may want to try for a pair. Trade the extra one to the girl who's searching the same grass patch for an Aerodactyl. It's the only way you'll get one in Gold and Silver.

### B Follow the Signs

Follow the instructions on this sign, and it will lead you to the spot shown below, where you can search for a hidden Calcium.



### C The Super Rod

Say yes to this man's question, and he'll give you the **Super Rod**, the best rod in the game!

Route 13-15  
Both Versions

|           | Morning | Day | Night |
|-----------|---------|-----|-------|
| Pidgeotto | 20%     | 20% | -     |
| Hoppip    | 28%     | 28% | -     |
| Skiploom* | 8%      | 8%  | -     |
| Nidorina  | 12%     | 20% | 20%   |
| Nidorino  | 12%     | 20% | 20%   |
| Chansey   | 4%      | 4%  | 4%    |
| Noctowl   | -       | -   | 20%   |
| Quagsire  | 16%     | -   | 36%   |

\*Appears on Route 14 Only



Route 13

Route 14

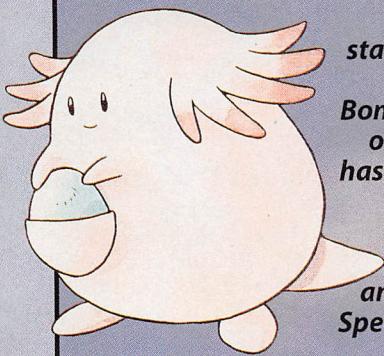
Route 13

Route 12-13  
(Both Versions)

|            | Morning | Day | Night |
|------------|---------|-----|-------|
| Tentacool  | 48%     | 48% | 32%   |
| Tentacruel | 20%     | 20% | 30%   |
| Quagsire   | 32%     | 32% | 48%   |

Route 12-13  
Fishing Chart

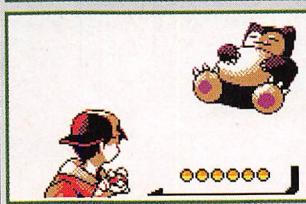
|           | Old Rod | Good Rod | Super Rod |
|-----------|---------|----------|-----------|
| Magikarp  | 60%     | 40%      | 30%       |
| Tentacool | 40%     | 60%      | 50%       |
| ?         | ???     | -        | 20%       |

**Chansey**

The ever-adorable Chansey is just as rare in Gold/Silver, but now it's even better. It starts with Softboiled and can learn new attacks like Egg Bomb. It can also evolve, based on mood, into Blissey. Blissey has pretty much the same stats: a ton of HP, high Special Defense, moderate Speed, and zip in the way of Attack and Defense, but with a better Special Attack. It's still a healer first and foremost, though.

**Aerodactyl**

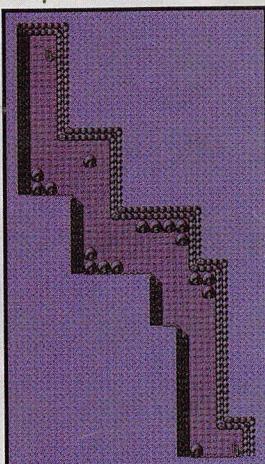
Aerodactyl is the only fossil to appear in Gold and Silver, and can only be received in a trade. Its astounding Speed and beneficial combination of types are unchanged, and now it can learn a Rock attack (Ancient Power at level 29). It's a great Pokémon, and you can teach it Fly and travel in style.

**ROUTE 11**section  
**J-18****Cross Route 11 to Vermillion, and Wake Snorlax**

Heal up in Lavender if you need to, then head west through Route 11, the last unexplored stretch of East Kanto. Outside of a few easy trainers, there's nothing here. But at the end of the road (in Vermilion), you'll find that sleeping Snorlax.

Tune your radio to the Poké Flute station, then press the "A" button while you're standing next to Snorlax to

wake it up. It's at level 50, and it constantly gains health back through equipped Leftovers (they're yours if you catch it). Be careful not to K.O. it or it's gone for good! Whittle down its health and use Heavy Balls if you have 'em. When Snorlax is out of your way, you'll be able to enter Diglett's Cave, the only route to West Kanto.

Route 11  
Both Versions

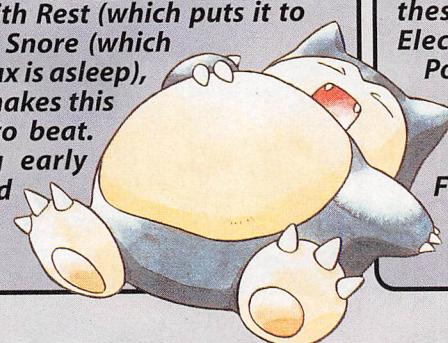
|           | Morning | Day | Night |
|-----------|---------|-----|-------|
| Rattata   | 24%     | 24% | 24%   |
| Magnemite | 20%     | 20% | 20%   |
| Drowzee   | 44%     | 44% | 44%   |
| Hypno     | 12%     | 12% | 12%   |

Diglett's Cave  
Both Versions

|         | Morning | Day | Night |
|---------|---------|-----|-------|
| Diglett | 88%     | 88% | 88%   |
| Dugtrio | 12%     | 12% | 12%   |

**Snorlax**

There's only one Snorlax in the game, and at level 50, it's only a few levels away from learning Hyper Beam, its best attack. Snorlax comes with Rest (which puts it to Sleep to refill its HP) and Snore (which does damage while Snorlax is asleep), a neat little combo that makes this high-HP Pokémon hard to beat. It has some interesting early moves, too, but you'll need to raise a new Snorlax from an egg to get them.

**Diglett**

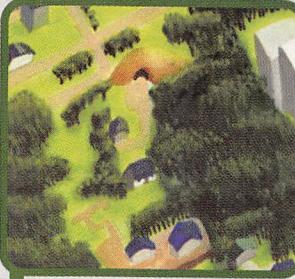
Speed wins battles, and if there's one thing Diglett and Dugtrio (its evolved form, at level 26) excel at, it's Speed. Making these rogue Moles even more dangerous to the Electric, Fire, Poison and Steel Pokémons of the world are two new attacks: Magnitude (a Ground-type attack that does random damage) and Fissure (which K.O.'s instantly 30% of the time, like Guillotine).



# SECTION K: WEST KANTO



Once you've awoken the Snorlax and passed through Diglett's Cave, you'll find yourself in the area where your quest began in Red/Blue/Yellow. All that's left to do is defeat the final three Kanto Gym Leaders, and then head off in search of one final legendary trainer.



## section K-1

# ROUTE 2

### A Catch a Pikachu (or Two)

Like most of the areas in West Kanto, the Pokémons here are very low level, and the Pikachu top out at level 4. So you'll need to grab a Pokémon with False Swipe from your PC in Pewter City (or use lots of Level Balls) if you want a Pikachu or anything else here. Pikachu appear fairly infrequently, so you'll need to put some time into catching one. If you don't have a Pokémon with False Swipe, use low-level Pokémons so you don't risk knocking it out.



### B Get a Free Nugget

This recluse is so happy to get visitors that he's giving out ₧5000 chunks of gold to all comers. So try and drop by.



| Route 2 (Gold Version) | Morning | Day | Night |
|------------------------|---------|-----|-------|
| Caterpie               | 20%     | 20% | -     |
| Metapod                | 36%     | 20% | -     |
| Butterfree             | 8%      | -   | -     |
| Pidgey                 | 20%     | 44% | -     |
| Pidgeotto              | 8%      | 8%  | -     |
| Pikachu                | 8%      | 8%  | 8%    |
| Spinarak               | -       | -   | 20%   |
| Ariados                | -       | -   | 8%    |
| Hoothoot               | -       | -   | 56%   |
| Noctowl                | -       | -   | 8%    |

| Route 2 (Silver Version) | Morning | Day | Night |
|--------------------------|---------|-----|-------|
| Weedle                   | 20%     | 16% | -     |
| Kakuna                   | 36%     | 24% | -     |
| Beedrill                 | 8%      | -   | -     |
| Ledyba                   | 20%     | -   | -     |
| Ledian                   | 8%      | -   | -     |
| Pidgey                   | -       | 44% | -     |
| Pidgeotto                | -       | 8%  | -     |
| Pikachu                  | 8%      | 8%  | 8%    |
| Hoothoot                 | -       | -   | 76%   |
| Noctowl                  | -       | -   | 16%   |

## Pikachu

About time! No, you haven't missed anything, this is the first, last, and only place Pikachu appear in Gold and Silver. They're rare, but get a pair if you can; breeding Pikachu is the only way to get the new Pokémons Pichu (not that it's that great, but it's cute). As for Pikachu itself, it is basically unchanged from its more powerful Yellow version (although now it can evolve into Raichu).

# PEWTER CITY

section  
**K-2**

## A Get the Second Legend Wing

Wow! This nondescript old guy will hand you the second Wing (*Rainbow Wing* in Silver, *Silver Wing* in Gold) just for talking to him. Now you can go get a level 70 (!) Ho-oh or Lugia (see page 68+69) at your leisure.



## B Pewter City Trader



Trade a Gloom for a Rapidash? There isn't much reason to, since you can catch a wild Rapidash on Route 28, and you need Gloom to get Vileplume and Bellossom. But it's ultimately up to you.

## C Battle Brock for the Boulder Badge

Good old Brock has only a single disciple and a stable of easily beaten Pokémons. A single good Grass Pokémon can take all five, but a mix of Water and Electric (for Omastar and Kabutops) will do the trick too.



|  |           |          |
|--|-----------|----------|
|  | Jerry     | P740     |
|  | Sandshark | Level 37 |
|  | Brock     | P4200    |
|  | Graveler  | Level 41 |
|  | Omastar   | Level 42 |
|  | Rhyhorn   | Level 41 |
|  | Onix      | Level 44 |
|  | Kabutops  | Level 42 |

# ROUTE 3

section  
**K-3**

There's nothing to do here except catch a Jigglypuff and battle a few easy junior trainers. You'll note the Pokémon Center near the entrance to Mt. Moon has closed,

but it's such an easy area now that you won't miss it.

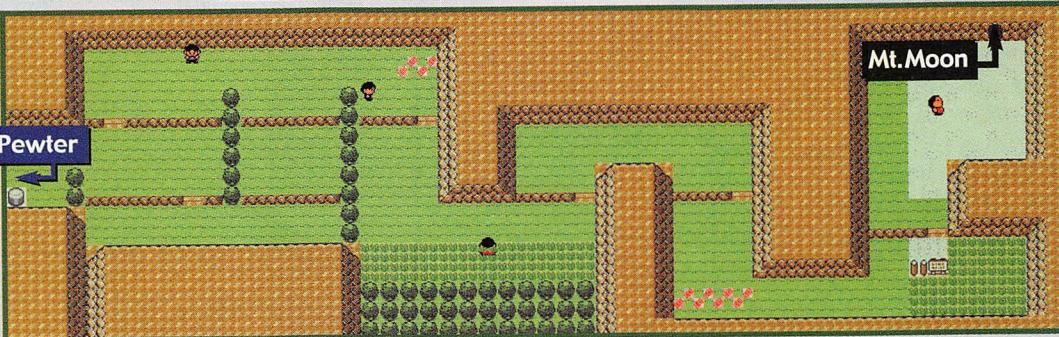
## Jigglypuff

Not much has changed with Jigglypuff itself (although many of its old moves have been powered up a bit in Gold and Silver). But like Pikachu, it can now lay an egg containing a new Pokémon, Iggybuff, that is somehow even more obnoxiously cute.



| Route 3<br>(Silver Version) | Morning | Day | Night |
|-----------------------------|---------|-----|-------|
|                             | 24%     | 24% | -     |
|                             | 20%     | 20% | 20%   |
|                             | 8%      | 8%  | 8%    |
|                             | 40%     | 40% | 24%   |
|                             | 8%      | 8%  | 8%    |
|                             | -       | -   | 40%   |

| Route 3<br>(Gold Version) | Morning | Day | Night |
|---------------------------|---------|-----|-------|
|                           | 56%     | 56% | -     |
|                           | 32%     | 32% | 56%   |
|                           | 12%     | 12% | 12%   |
|                           | -       | -   | 32%   |



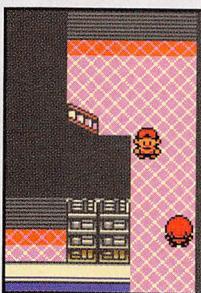
# section K-4 MT. MOON/RTE.4

## A Your Rival's Final Ambush

This is the last forced battle with your rival, but it should be one of the easiest. His Pokémon are all in the low 40's, and are nothing a strong, well-prepared party can't handle. Note his cool new final battle pose!



## What's Next for Your Rival?



After beating him here, your Rival runs off to sulk. But it's not necessarily the last you'll see of him... To fight him again, go to the Indigo Plateau on Mondays and Wednesdays, and he'll be waiting near the stairs (his Pokémon are level 45-50). On



Tuesday and Thursday you can find him pondering deeper matters in Blackthorn's Dragon Den. But he will not attack you there.

| Rival<br>P4500 |          |
|----------------|----------|
| Sneasel        | Level 41 |
| (Starter)      | Level 45 |
| Magneton       | Level 41 |
| Golbat         | Level 42 |
| Gengar         | Level 43 |
| Alakazam       | Level 43 |

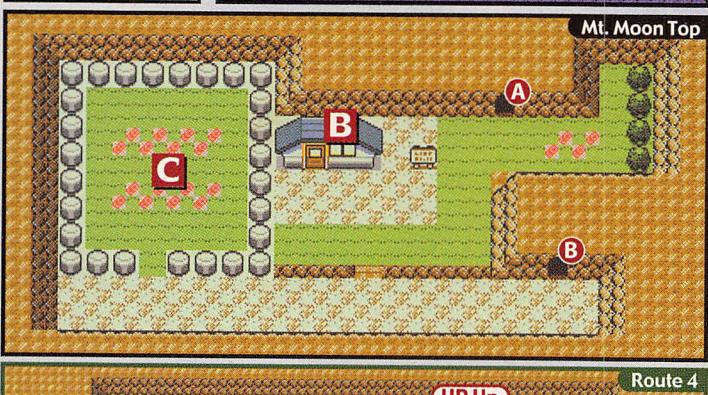


## B The Mt. Moon Souvenir Shop

### Souvenir Shop

|               |      |
|---------------|------|
| POKÉ DOLL     | 1000 |
| FRESH WATER   | 200  |
| SODA POP      | 300  |
| LEMONADE      | 350  |
| REPEL         | 350  |
| PORTRAIT MAIL | 50   |

Poké Dolls are kind of pointless, but I like this shop a lot. You can buy Lemonade here in massive quantities, instead of one at a time at the department store vending machines. The store isn't open at night.



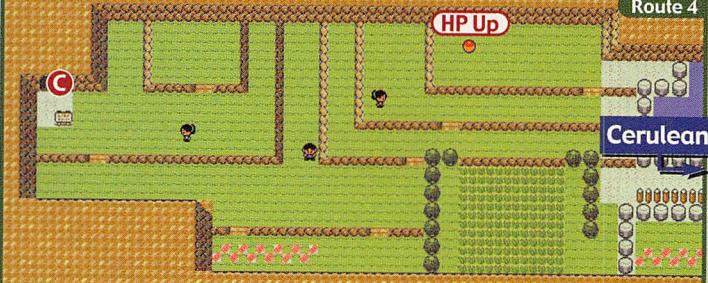
## C The Clefairy Dance on Monday Nights

Monday is the day of the Moon (hence the "Mon"), and it's on those nights you can see the Clefairy Dance. They always leave behind a stone, and if you use Rock Smash, you'll find a Moon Stone beneath.

### Clefairy

Clefairy has a couple of new moves, including level 4's

Encore (which repeats your opponent's last move) and Moonlight, a healing move that is stronger at night. And now they can lay an egg containing a new Pokémon, Cleffa.



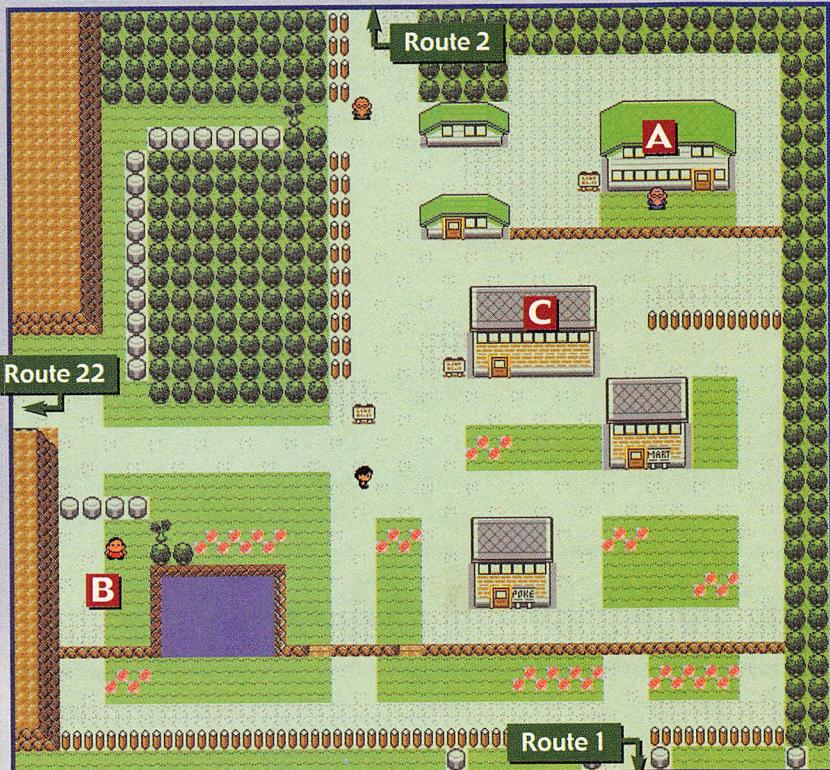
| Mt. Moon<br>(Gold Version) | Morning | Day | Night |
|----------------------------|---------|-----|-------|
| Sandshrew                  | 16%     | 16% | 16%   |
| Sandslash                  | 4%      | 4%  | 4%    |
| Geodude                    | 40%     | 40% | 40%   |
| Paras                      | 16%     | 16% | 16%   |
| Clefairy                   | 8%      | 8%  | 8%    |
| Zubat                      | 16%     | 16% | 16%   |

| Mt. Moon<br>(Silver Version) | Morning | Day | Night |
|------------------------------|---------|-----|-------|
| Geodude                      | 52%     | 52% | 52%   |
| Paras                        | 8%      | 8%  | 8%    |
| Clefairy                     | 16%     | 16% | 16%   |
| Zubat                        | 24%     | 24% | 24%   |

# VIRIDIAN CITY

section

K-5



## A Where is the Gym Leader?

If Giovanni has left Kanto for good, who's in charge of the Viridian City Gym? Someone has taken the reins, but they won't be back until you've beaten all 7 other trainers.



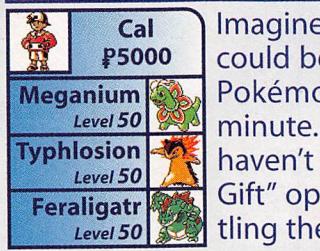
## B Get TM 42 (Dream Eater)

As in the last version, this guy will hand over **TM 42** if you Cut or Surf over to him. Dream Eater is a strong attack that only works when its target is asleep.

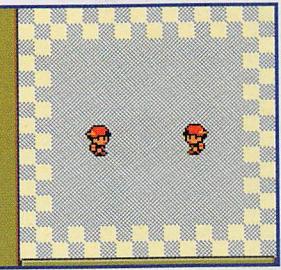


## C The One-on-One Trainer House

This new Viridian City fixture allows you to battle a visiting trainer once a day. Don't be surprised if this "visiting trainer" is someone you know... The game swipes the name and Pokémon roster of the last person you used "Mystery Gift" with.



Imagine... Someone out there could be fighting you and your Pokémon right this very minute. How disturbing! If you haven't ever used the "Mystery Gift" option, you'll end up battling the guy on the left.

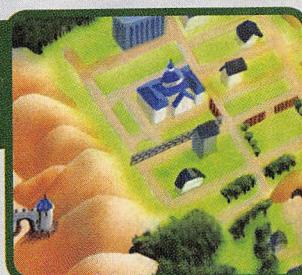


# ROUTE 1

section

K-6

| Route 1<br>(Both Versions) | Morning | Day | Night |
|----------------------------|---------|-----|-------|
| Pidgey                     | 44%     | 44% | -     |
| Sentret                    | 20%     | 20% | -     |
| Furret                     | 12%     | 12% | -     |
| Rattata                    | 24%     | 24% | 56%   |
| Hoothoot                   | -       | -   | 44%   |



Route 1 is another small area with nothing to offer except memories of past quests. Head south to Pallet Town and what remains of Cinnabar.



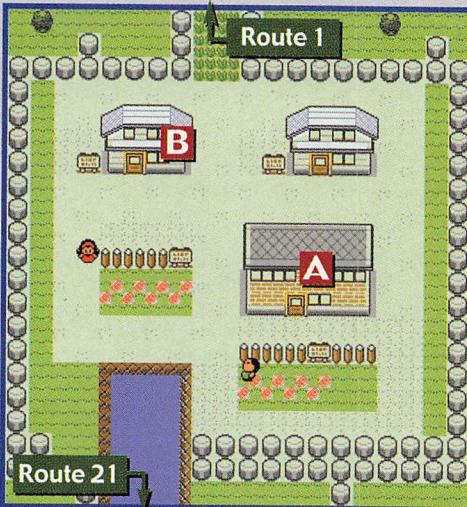
section

K-7

# PALLET TOWN

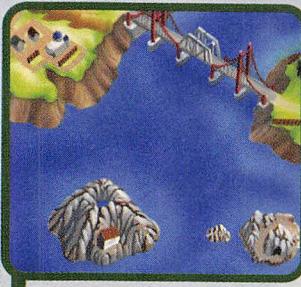
## A Pay Professor Oak a Visit

Professor Elm has emailed Professor Oak about your arrival (you can read the letter on his computer), and he's eager to speak with you again. Make sure to visit again when you've earned all the Badges.



## B Drop by Some Old Friends

You can also visit the homes of Gary and Ash, and speak to their families. Ash isn't around, but a quick check of his room reveals he's upgraded to an N64®. Nice.



section

K-8

# ROUTE 19-21

## A Catch Mr. Mime in the Grass

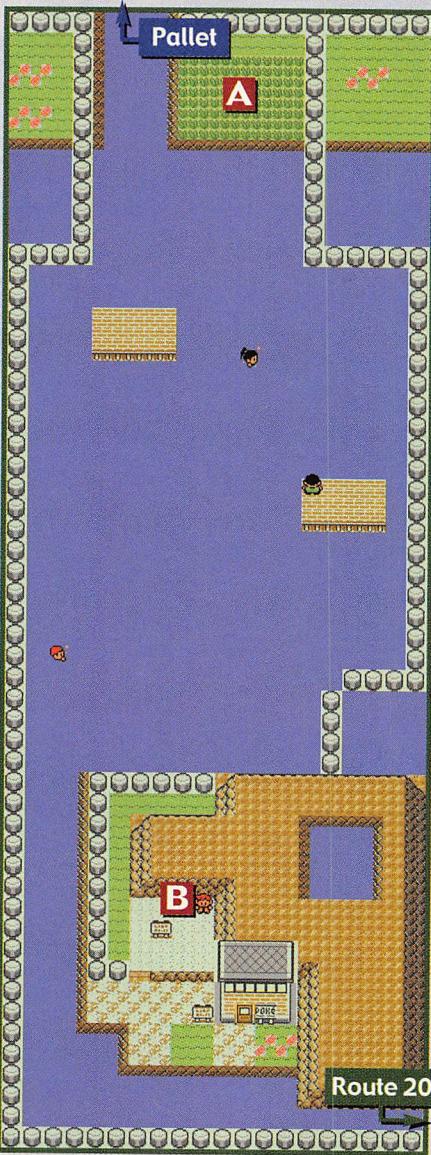
You can buy a Mr. Mime at the Celadon City Game Corner, but why not save some coins and catch one here? They're fairly rare compared to the Tangela, but you'll get one if you stick with it.



## B Find the Viridian City Gym Leader



The Viridian City Gym leader is... Blue? After talking here, he'll move back to the Gym, where you can find him after beating Blaine.



## C The Path to Fuchsia is Clear!

Ta da! The blocks are gone, so you can enter Fuchsia freely. Of course, you could've just flown...



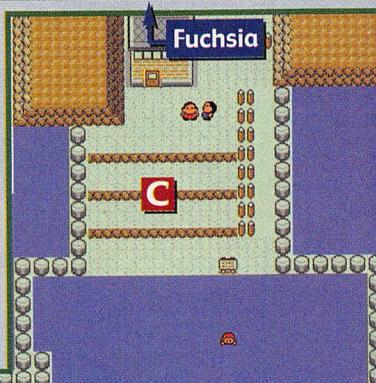
| Route 19-21<br>Both Versions | Morning | Day | Night |
|------------------------------|---------|-----|-------|
| Tangela                      | 88%     | 88% | 88%   |
| Mr. Mime                     | 12%     | 12% | 12%   |
| Tentacool                    | 84%     | 84% | 84%   |
| Tentacruel                   | 16%     | 16% | 16%   |

| Route 20-21<br>Fishing Chart | Old Rod | Good Rod | Super Rod |
|------------------------------|---------|----------|-----------|
| Magikarp                     | 90%     | 40%      | -         |
| Shellder                     | -       | 25%      | 30%       |
| Tentacool                    | 10%     | 10%      | -         |
| Tentacruel                   | -       | -        | 10%       |
| ?                            | ???     | 25%      | 50%       |
| ?                            | ???     | -        | 10%       |

**D Battle Blaine for the Volcano Badge**

Poor Blaine doesn't even have a town anymore, much less a Gym or disciples. So seek him out in this small cave, attack him with a handful of Water Pokémon (or anything that knows Surf) and put him out of his misery.

|          |               |       |
|----------|---------------|-------|
|          | <b>Blaine</b> | ¥5000 |
| Magcargo | Level 45      |       |
| Rapidash | Level 50      |       |
| Magmar   | Level 45      |       |

**Back to Viridian for the Earth Badge**

Blue is the final Gym leader, and he's definitely the toughest of the bunch. His Pokémon don't follow any easy theme (they're the same ones he had in Red/Blue, minus the starter), so you'll need a strong and varied party to beat him, including Electric, Fire, Water and Dark Pokémon. It's the same team you'll want for the final battle, so get them some EXP here!

|           |             |       |
|-----------|-------------|-------|
|           | <b>Blue</b> | ¥5800 |
| Pidgeot   | Level 56    |       |
| Rhydon    | Level 56    |       |
| Alakazam  | Level 54    |       |
| Gyarados  | Level 58    |       |
| Arcanine  | Level 58    |       |
| Exeggutor | Level 58    |       |

**Get A Free HP Up**

Remember this guy, in Vermilion City? Talk to him now for that free HP Up!



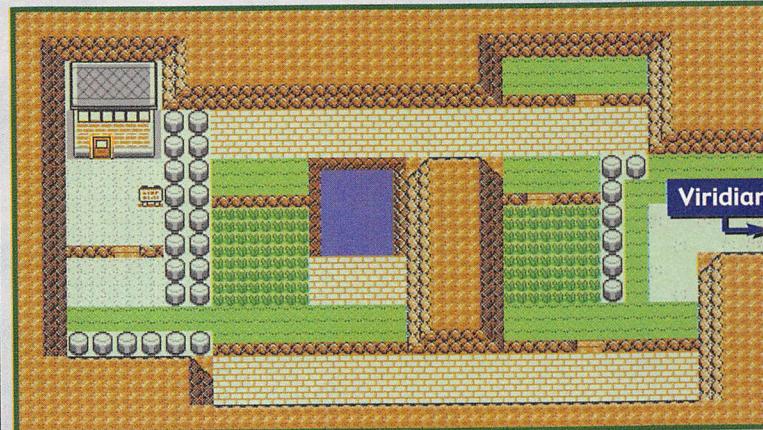
# ROUTE 22

section  
**K-9**

You've been just about everywhere on the map, but your quest isn't over yet. Speak to Professor Oak, and he'll tell you of a location that isn't on the map: Mt. Silver. You can get there from the crossroad between Route 26 and Victory Road. To get back there quickly and easily, just head west from Viridian City, and cut through Route 22. The Pokémon here are pushovers, but they're about to get a lot harder...



| Route 22<br>Both Versions | Morning | Day | Night |
|---------------------------|---------|-----|-------|
| Spearow                   | 44%     | 44% | -     |
| Fearow                    | 12%     | 12% | -     |
| Doduo                     | 8%      | 8%  | -     |
| Rattata                   | 28%     | 28% | 80%   |
| Ponyta                    | 8%      | 8%  | 20%   |





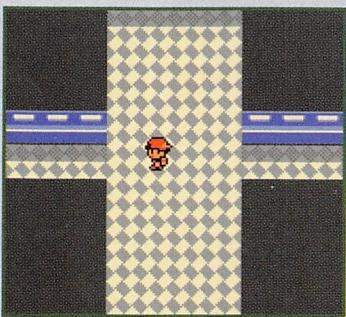
section

## K-10

## ROUTE 28

**A No More Guards!**

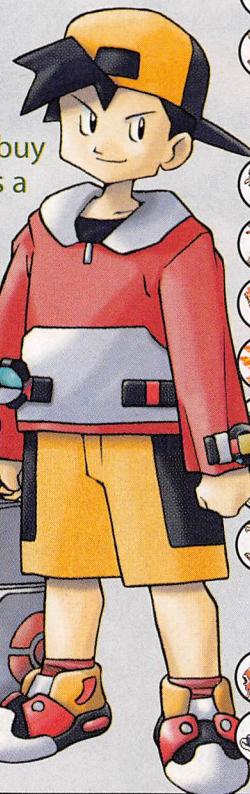
The two men that used to block these paths are gone, so you can now travel straight through (to the West) from Route 22 to Route 28, where the entrance to Mt. Silver lies. This area has its own Pokécenter, so you can pack light.

**B The Celebrity Recluse**

This woman is so concerned about her privacy that she'll bribe you with TM 47



(Steel Wing) to buy your silence. It's a nice Steel attack that most winged Pokémon can learn, so we'll keep quiet.

**C A Hidden Rare Candy**

You can always use more Rare Candy, especially considering what's ahead. Pick up a freebie at



the point on the map shown here. You'll need to face up when you search.



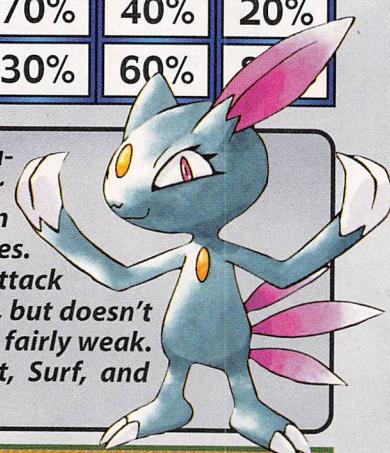
| Route 28<br>Gold Version | Morning | Day | Night |
|--------------------------|---------|-----|-------|
| Doduo                    | 8%      | 8%  | -     |
| Dodrio                   | 12%     | 12% | -     |
| Ponyta                   | 24%     | 24% | 24%   |
| Rapidash                 | 16%     | 16% | 16%   |
| Tangela                  | 24%     | 24% | 28%   |
| ???                      | 16%     | 16% | 24%   |
| Sneasel                  | -       | -   | 8%    |

| Route 28<br>Silver Version | Morning | Day | Night |
|----------------------------|---------|-----|-------|
| Doduo                      | 8%      | 8%  | -     |
| Dodrio                     | 12%     | 12% | -     |
| Ponyta                     | 24%     | 24% | 24%   |
| Rapidash                   | 16%     | 16% | 16%   |
| Tangela                    | 24%     | 24% | 28%   |
| Donphan                    | 16%     | 16% | 24%   |
| Sneasel                    | -       | -   | 8%    |

| Route 28<br>Fishing Chart | Old Rod | Good Rod | Super Rod |
|---------------------------|---------|----------|-----------|
| Magikarp                  | 70%     | 40%      | 20%       |
| Poliwag                   | 30%     | 60%      | 80%       |

**Sneasel**

As this nocturnal creature is one of your Rival's favorite Pokémon, you've been on the wrong end of Sneasel's claws many times. So you know it's quick, but that its Special Attack is lacking. Sneasel is part Ice and part Dark, but doesn't get any Ice attacks, and its Dark attacks are fairly weak. Still, Speed is good, and it can learn Cut, Surf, and Strength.

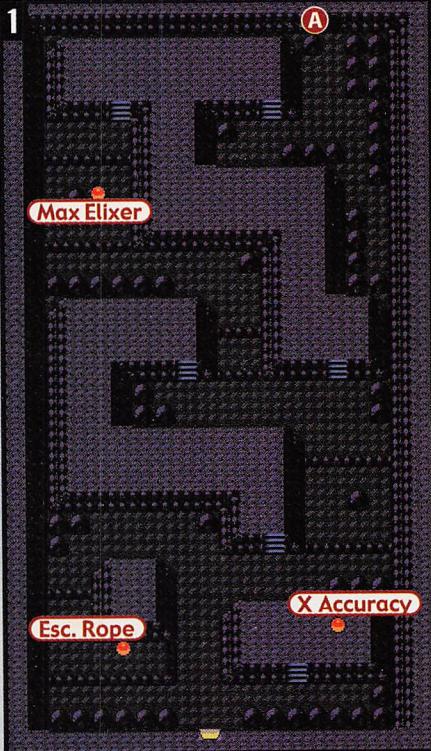


# Mt. SILVER

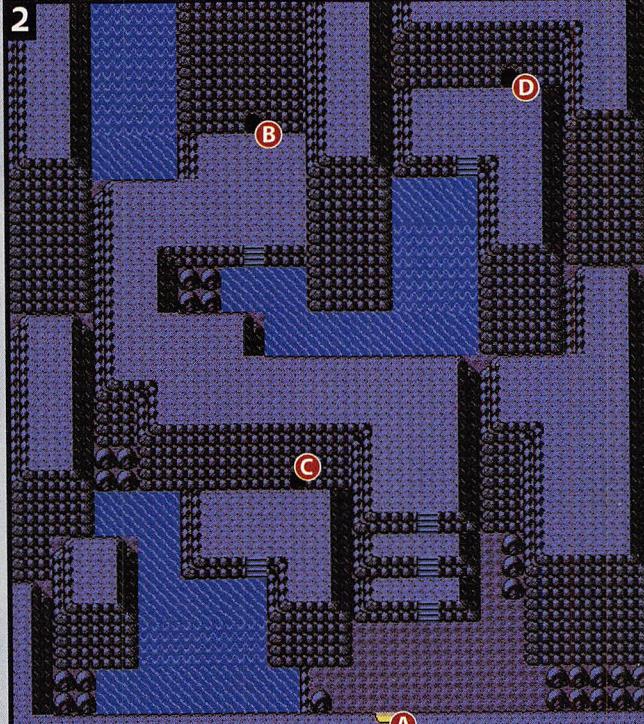
section

# K-11

## Rare Pokémon (and Mundane Items) in Mt. Silver

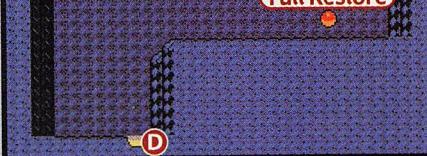


The items in this dungeon aren't great, but going after them gives you something to do while you hunt for the two new rare Pokémons here, both of



which are great Pokémons you won't want to miss. The new nocturnal Pokémons exists only in the second area (with the Waterfalls), so concentrate your search there.

Speaking of Waterfall, that's a move you'll need to get to the two items in rooms C and D, so bring a Pokémon that knows it along.



### A Your Final Opponent

You'll need a good party with at least a few level 50+ Pokémons to stand a chance here. I love Houndour, since it beats Espeon and Venusaur and its type resistances allow it to stall against Espeon and Charizard while you can heal your wounded. Bring a Fighter for the surprise Snorlax (or a Ghost with Curse and at least one powerful non-Ghost attack), and your best Water and Electric Pokémons. Thunderhurling Pikachu may be his strongest Pokémon, so start with a Ground-type if you have a good one!



Pikachu  
Level 81



Blastoise  
Level 77



Espeon  
Level 73



Snorlax  
Level 75



Charizard  
Level 77



Venusaur  
Level 77

| Mt. Silver 1<br>Both Versions | Morning | Day | Night |
|-------------------------------|---------|-----|-------|
| Onix                          | 28%     | 28% | 28%   |
| Graveler                      | 32%     | 32% | 32%   |
| Golbat                        | 8%      | 8%  | 8%    |
| ???                           | 12%     | 12% | 12%   |
| ???                           | 20%     | 20% | 20%   |
| Donphan*                      | 20%     | 20% | 20%   |

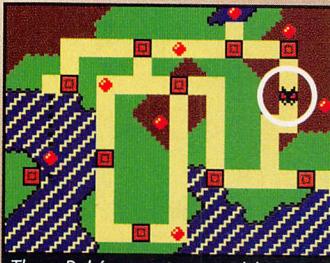
| Mt. Silver 2<br>Both Versions | Morning | Day | Night |
|-------------------------------|---------|-----|-------|
| Golduck                       | 28%     | 28% | 20%   |
| Quagsire                      | 32%     | 32% | 32%   |
| Golbat                        | 8%      | 8%  | 8%    |
| ???                           | 12%     | 12% | 12%   |
| ???                           | -       | -   | 12%   |
| ???                           | 20%     | 20% | 16%   |
| Donphan*                      | 20%     | 20% | 26%   |

\*Donphan appears in Silver only; ???

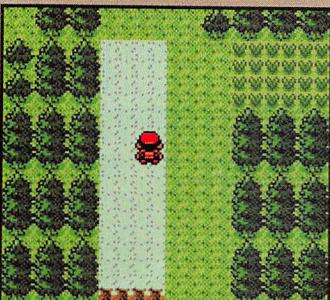
# POKÉMON GS Q&A

## How Can I Catch Raikou, Suicune, and Entei?

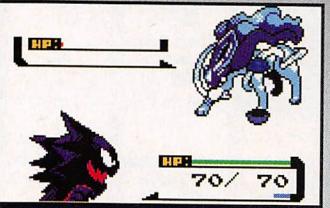
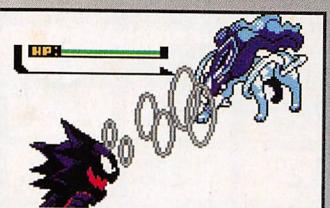
Catching Raikou, Entei, and Suicune can be a grueling ordeal. But once you've spotted each member of this trio of wandering Legendary Pokémons, there's a definite science to making them yours.



These Pokémons get around, but your Pokédex is keeping track.



An example of a threshold: In the top picture, the character is on Route 31. In the bottom, he's on Route 30. Every time you cross that line, each beast moves to a new Route.



Use Hypnosis or a similar move to put it to sleep, whittle its health down with safe moves like Night Shade, and then use that Speed Ball.

### Where Can I Find Them?

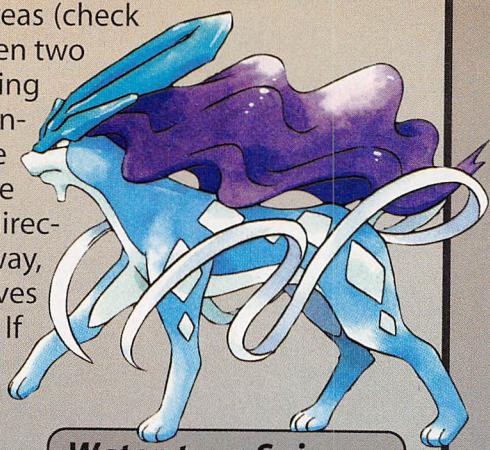
Once you've run into one of this trio on the field, you can select the "Area" command in its Pokédex entry to see its current location, which will always be one of the "Route" areas of Johto. Unfortunately, these three are constantly on the move, so when you get to its spot on the map, it will probably be long gone. The best way to hunt them is to stay where you are and let them come to you.



**Electric-type Raikou**

### How Do I Do That?

Whenever you cross the threshold between areas (check your map to find the exact dividing line between two routes, or a route and a town), each Wandering Legendary Pokémon moves one route in a random direction. Fly to a central location, like Violet City, and check to see if any of the Legends are two routes away from you in any direction. If you spot one just the right distance away, head in that direction in the hope that it moves towards you and you end up in the same area. If there are none in range, just Fly to Violet again to shuffle up their locations, and repeat until you manage to intercept one.



**Water-type Suicune**

### Then What?

Use a Repel (you'll want to buy a few dozen before you begin), then wander the grassy areas with a starting Pokémon that's under level 40 (but higher level than the wild Pokémons in that area). This will prevent all Pokémon encounters except for the Legendary Pokémons. If you don't use a Repel, your odds of meeting the Legendary Pokémons are still fairly slim, and they may move on before you get to fight.



**Fire-type Entei**

### How Can I Keep Them From Running Away?

Use Sleep. Moves like Mean Look are tempting, but all three know the "Roar" technique and will use it to end the fights if you try a trick like that. You have only one shot at it, so make sure your starter knows a good Sleep technique. But there's always a good chance that the Legendary Pokémons will run before you can even use your sleep move. You'll just have to fly back and try again (over and over and over again - try not to get discouraged).

When you do get them asleep, start whittling down their health. Techniques like Night Shade and False Swipe are useful, since there's no chance you'll get a critical hit and accidentally K.O. your prey. But if you do overdo it, you'll want to reset the game. Like all Legendary Pokémons, these three disappear for good if

they're Knocked Out.

If it runs away before you can catch it (and this will happen several times), don't worry: The damage you've already done will not heal before you fight it again.

### What Balls Should I Use?

You might as well use the Master Ball on one of them (after all, Lugia and Ho-oh aren't going anywhere), which saves you the trouble of doing the whole Sleep/damage thing. For the others, don't even try to use a ball until they have only a sliver of health and are sound asleep. Then try Speed Balls, Heavy Balls, and Friendship Balls. The odds of catching one with a Hyper Ball are pretty much nil.



Of course, none of this is possible until you free Raikou, Suicune and Entei from Ecruteak's Burned Tower.

### What if I Haven't Even Seen Them Yet?

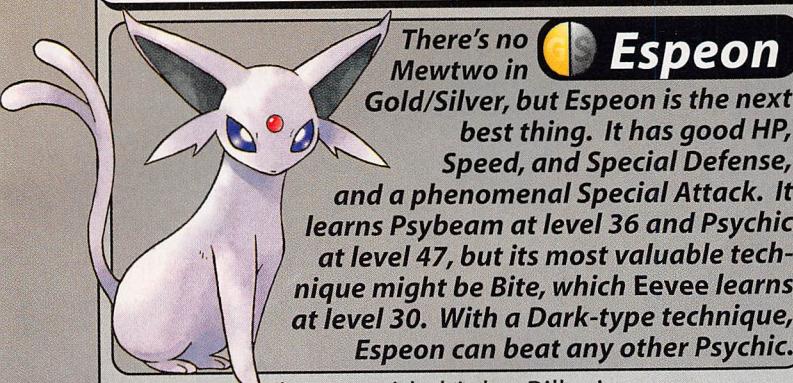
If you did the event at Ecruteak City but never ran into one or more of them afterwards, you'll have to wander the fields until you do. Use Repels to prevent other Pokémons encounters, and you'll run into them eventually. If you're only missing one, it's likely to pop up while you hunt for the other two.

### Are They Worth It?

Using all the tips outlined above, it took me about four hours to catch all three Legendary Pokémons. As Legendary Pokémons, it's a little disappointing that they don't learn their type's most powerful technique until level 71. But they each learn a solid attack at level 41 (and Entei learns the excellent Flamethrower at level 51). And while their stats are roughly in line with the three Legendary Birds from Red/Blue/Yellow, they're more useful in competitive play, since their lack of flying makes them far less vulnerable to widely-used Lightning Pokémons. They're probably the best Pokémons of their types, but only at extremely high levels.



## How Can I Get Both New Eevee Evolutions?



**There's no Mewtwo in Gold/Silver, but Espeon is the next best thing. It has good HP, Speed, and Special Defense, and a phenomenal Special Attack. It learns Psybeam at level 36 and Psychic at level 47, but its most valuable technique might be Bite, which Eevee learns at level 30. With a Dark-type technique, Espeon can beat any other Psychic.**

than you'd think. Bill gives you your first Eevee after you meet him in Ecruteak (see page 42), and that's all you need to breed up a small army of them. You can get another Eevee at the Celadon Game Corner, or breed it with your Eevee from Red/Blue/Yellow. It doesn't matter whether or not either Eevee has evolved; if you breed two Jolteon, the egg will hatch into an Eevee, not another Jolteon.

If your Eevee don't like each other (it happens), or are the same gender, you can always try a Ditto. If they don't like each other, you can use any similar Pokémons of the opposite gender. A good rule of thumb is that most Pokémons who share the same icon (that's Eevee's icon on the left) can breed. I got an Eevee from breeding my Espeon with a Cyndaquil!

In Gold and Silver it's easier than ever to put together a team of all six Eevee evolutions. And with the addition of Espeon and Umbreon, that team will be quite powerful.

There are two new evolutions for Eevee in Gold and Silver: Espeon and Umbreon. Both evolve based on mood, so you'll need to pamper your Eevee for a long time to get either (see page 11). When your Eevee is in the best taming possible, it will evolve the next time it goes up a level. If this happens during the morning or day, you'll get an Espeon. If it happens at night, you'll get an Umbreon.

### Can I Get More Eevee?

You can, and it's a lot easier



### Umbreon

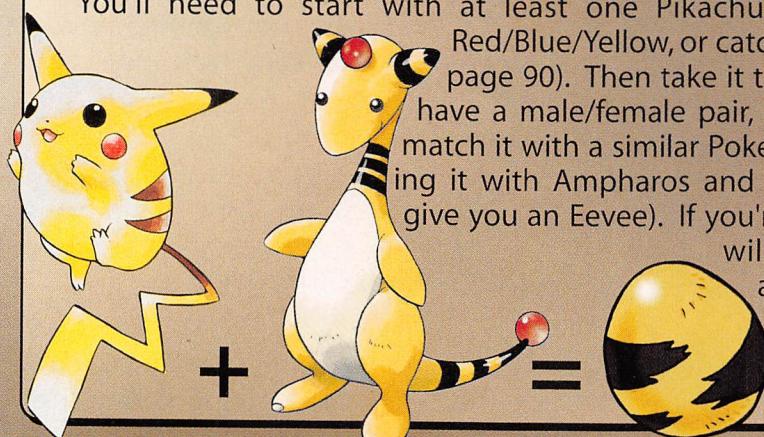
**Umbreon is the game's only pure Dark-type Pokémon. It's a useful type, but Umbreon doesn't learn many Dark-type attacks... Only Faint Attack at level 36. But healing move Moonlight (at level 52) is cool, and Umbreon has really good Defense and Special Defense scores.**



# Where Can I Get a Pichu?

Pichu, the baby form of Pikachu, is one of the most anxiously awaited Pokémon in Gold and Silver. But, like most baby Pokémon, getting one can be a lot of work.

You'll need to start with at least one Pikachu. Either import one from Red/Blue/Yellow, or catch a new one on Route 2 (see page 90). Then take it to the Day Care Center. If you have a male/female pair, great! If not, you'll need to match it with a similar Pokémon (I've had success breeding it with Ampharos and Jolteon, although Jolteon may give you an Eevee). If you're lucky, you'll get an Egg that will eventually hatch into an adorable level 5 Pichu! If you take very good care of it, Pichu will evolve into a Pikachu (based on taming), and can learn a few moves Pikachu couldn't otherwise learn (Lovely Kiss, for example).



## What Other Baby Pokémon Are There?

There are eight new baby Pokémon. You can get two of them (Togepi and the already-hatched Tyrogue) from storyline events, but breeding is the only way to get the other six. They're listed with their parents here (except for Pichu, shown above), but remember that you can usually use a Ditto or a different Pokémon with a similar type or similar icon to replace one of the parents. In fact, this will be necessary for some of them, since Jynx is always female and Hitmonlee, Hitmonchan, and Hitmontop are always male.

All of these Pokémon can evolve into their parent forms (many of them do it based on mood), and those Pokémon will be stronger for the experience. Going through the egg stage of evolution is also the only way for them to learn certain moves, like Psychic for Jynx.

One more thing: Baby Pokémon can't breed! If you want more, you'll have to breed the parents again, or wait until the babies evolve.



Parent:  
Jynx



New Pokémon:  
Smoochum



Parent:  
Clefairy/Clefable

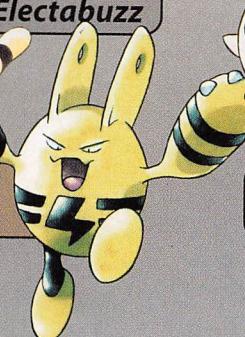


New Pokémon:  
Cleffa



Parent:  
Electabuzz

New Pokémon:  
Elekid



Parent:  
Jigglypuff/Wigglytuff



New Pokémon:  
Igglybuff



Parent:  
Hitmonchan/Hitmonlee/Hitmontop

New Pokémon:  
Tyrogue



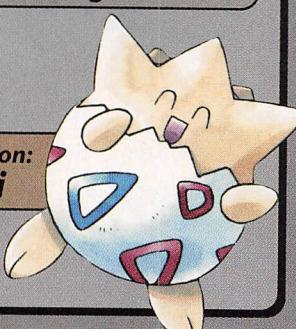
Parent:  
Magmar

New Pokémon:  
Magby



Parent:  
Togetic

New Pokémon:  
Togepi



# Where Are All of the Evolution Stones?



This man on Route 24/25 has the only Thunder, Fire, Water, and Leaf Stones you can get in the game.

That's a good question. Evolution Stones are far rarer in Gold and Silver than they were in Red/Blue/Yellow, and there are nowhere near enough to evolve every Pokémon that needs them (see page 10-11 for the list). You can either import most of the evolved forms from Red/Blue/Yellow, or try to get really lucky with a Mystery Gift. Here's the breakdown:

**Sun Stone:** You'll get this new stone every time you win the Bug-Catching Contest (see page 40).

**Moon Stone:** These are still fairly common. You can find them in game areas like Route 26's Tohjo Falls (see page 72), and you can get one every time you go to Mt. Moon on a Monday night.

**Fire/Thunder/Water/Leaf Stones:** There are only

two ways to get these stones. One is to visit the old man who's house-sitting for Bill on Route 25 (see page 84). Bring him the Pokémon he wants, and he'll give you a Stone each time you get it right. After the fifth time, you'll have a full set (the first stone is an Everstone).

The only other way is as a random item from Mystery Gift (see page 8). The Stones are rare, but there's no limit to the amount you can get. Since they're random, you won't always get the kind you want, but you can always trade them with friends (by having Pokémon hold the Stones and then trading the Pokémon).



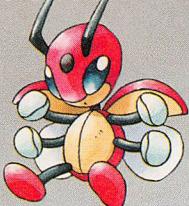
The only other way to get Thunder/Fire/Water/Leaf Stones is through the Mystery Gift option.

## Where Do I Catch the Pokémon Exclusive to My Version?

### Exclusive Silver Pokémon

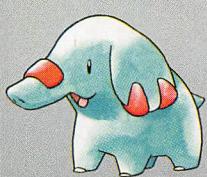


#165 Ledyba

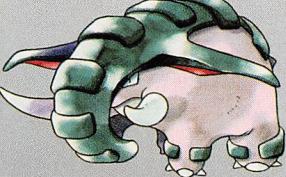


#166 Ledian

Ledyba is found on Routes 30, 31, 37, and 2. Ledian is found only on Route 2.



#231 Phanpy



#232 Donphan

Base form Phanpy is found only on Route 45. Donphan can be found on Mt. Silver, Victory Road, and Route 28.



#225 Delibird



#227 Skarmory

Delibird is found only in the Ice Path. Skarmory is found only on Route 45.

Silver hosts Ledyba (which evolves into Ledian at level 18), Phanpy (which evolves into Donphan at level 25), Delibird and Skarmory. Gold is home to Spinarak (which evolves into Ariados at level 22), Teddiursa (which evolves into Ursaring at level 30), Gligar and Mantine.

Also note that there are a few old Pokémon exclusive to each version: Vulpix and Meowth (and evolved forms Ninetales and Persian) only appear in the Silver version, while Growlithe and Mankey (and evolved forms Arcanine and Primeape) only appear in Gold. Of course, they can also be imported from Red/Blue/Yellow.

### Exclusive Gold Pokémon



#167 Spinarak



#168 Ariados

Spinarak is found on Routes 30, 31, 37, and 2. Ariados is found only on Route 2.



#216 Teddiursa

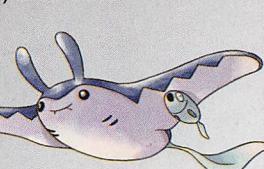


#217 Ursaring

Teddiursa is found only on Route 45. Ursaring can be found on Mt. Silver, Victory Road, and Route 28.



#207 Gligar



#226 Mantine

Gligar is found only on Route 45. Mantine is found only on Route 41.

# Where are Aipom, Heracross, and Pineco?

## Forest Area Pokémons:



Both Versions:

Exeggute

Pineco



Route 42 is your first opportunity to catch Mountain Area Pokémons.

These three Pokémons only live in trees. If you've missed them, go to page 31 and read up on the art of using Headbutt, the move that can knock them out of their nests.

If you've found Pineco but not the other two, you may have missed the point at which the environment changed. The mountain areas that appear late in the game, starting with Route 42 (page 54), have trees with different Pokémons, including Aipom and Heracross.

## Mountain Area Pokémons:

Both Versions:

Aipom



Heracross



# Where Can I Catch Yanma, Remoraid, Qwilfish, etc.?



**#206 Dunspare**

Found in Dark Cave.

Talk to Anthony on Route 33

You've probably seen Marill, Snubbull, Remoraid, and Qwilfish in the rosters of junior trainers you've faced, but never in the wild. That's because their rates of appearance are so incredibly low that we had to round up to get them to an even 1% in our appearance ratio charts. Two more Pokémons (Dunspare and Yanma) don't appear in trainer rosters, but follow this same pattern.



**#209 Snubbull**

Found on Route 38.

Talk to Chad on Route 38



**#193 Yanma**

Found on Route 35. Talk to Arnie in Route 35.

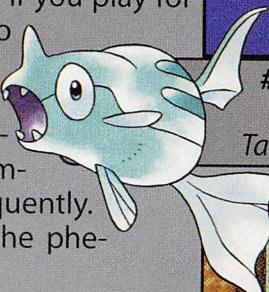
How do you catch them? As you've probably noticed in the walk-through, we sometimes refer to them as Pokémons that "swarm." That means that every now and then, these super-rare Pokémons will become relatively common (appearing 1 in ever 4 or 5 fights) in the one area where they live. To find out about these events, you'll need to defeat certain trainers and trade phone numbers with them. Every now and then (about once a week if you play for a couple of hours per day) they'll call to tell you about a swarm. The swarms won't occur if you haven't traded phone numbers, so you can't simply stumble upon a swarm by checking back frequently.

See page 10 for more information on the phenomenon of swarms. Happy hunting!



**#211 Qwilfish**

Found on Route 32. Talk to Ralph on Route 32.



**#223 Remoraid**

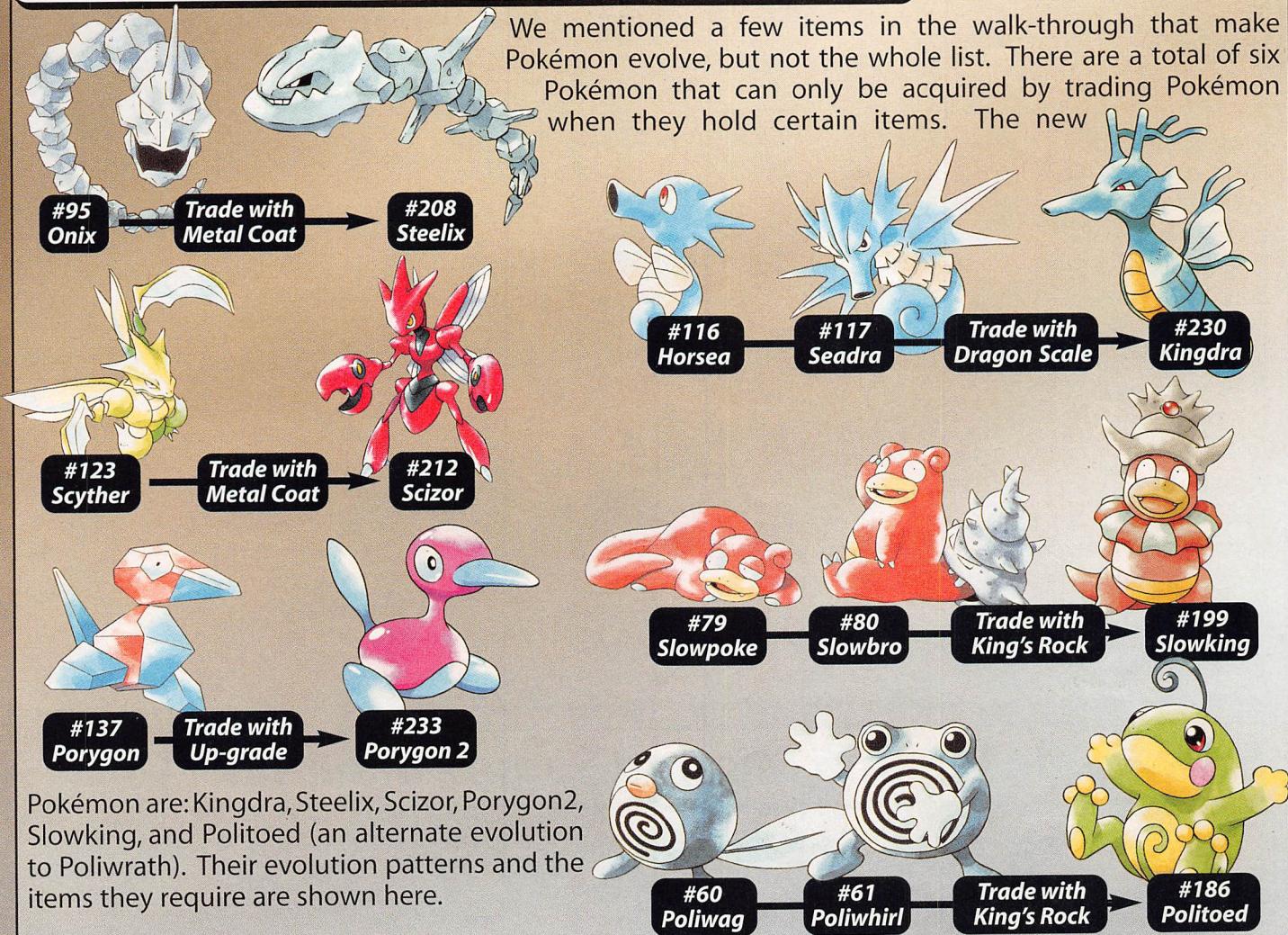
Found on Route 44. Talk to Wilton on Route 44



**#183 Marill**

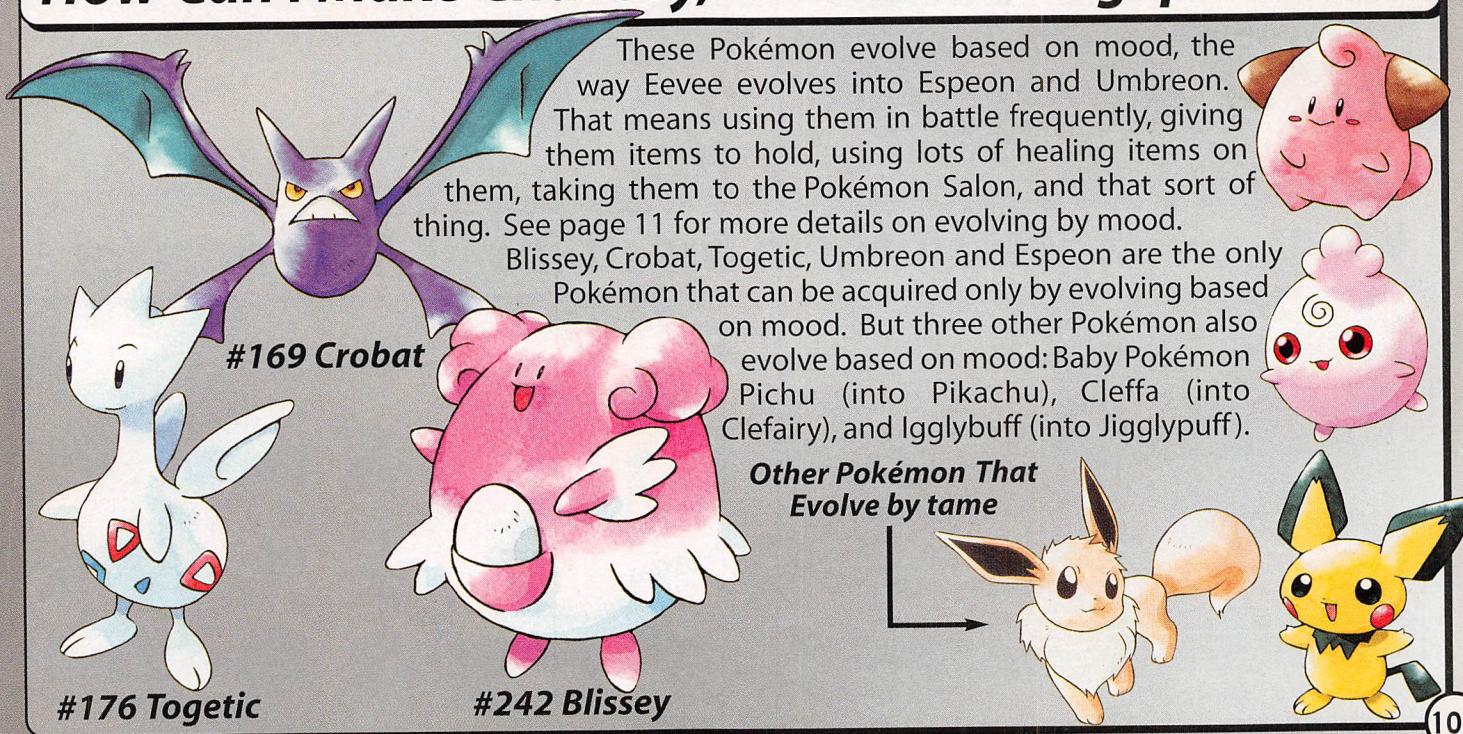
Found on Mt. Mortar. Talk to Parry on Route 45.

# Which Pokémon Evolve with Items?



Pokémon are: Kingdra, Steelix, Scizor, Porygon2, Slowking, and Politoed (an alternate evolution to Poliwrath). Their evolution patterns and the items they require are shown here.

## How Can I Make Chansey, Golbat and Togepi Evolve?



## How Does Tyrogue Evolve?

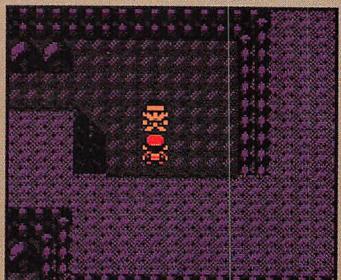
The new "Hitmon" in Gold/Silver is Hitmontop, a capoeira-style Fighter that can be a little tricky to get.

All three "Hitmon" evolve from a new Pokéémon named Tyrogue. There's only one Tyrogue in the game—you'll get it from the Karate Master in Mt. Mortar (see pgs 66-67). Since it's a baby Pokéémon, it can't breed itself, but you can get more by breeding the "Hitmon" it evolves into with a Ditto or female Machop (all the "Hitmon" are always male).

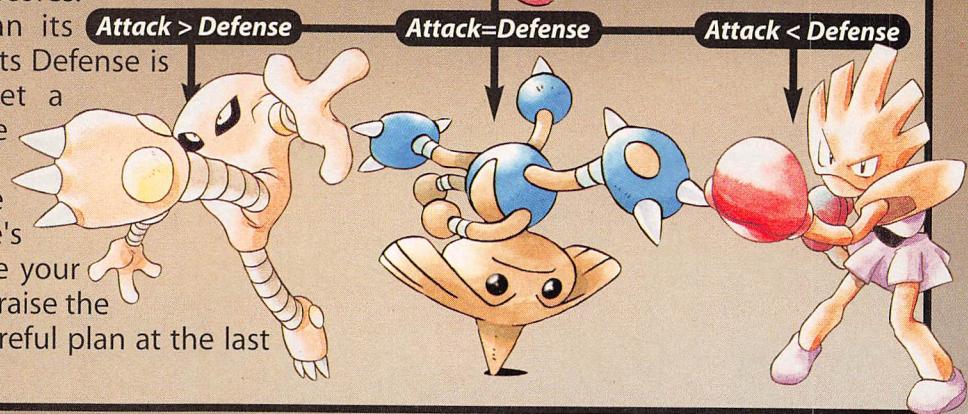
The trick to getting the Hitmon you want is watching Tyrogue's stats. It evolves at level 20, and the Pokéémon you get is based entirely on its Attack and Defense scores.

If Tyrogue's Attack is higher than its Defense, you'll get a Hitmonlee. If its Defense is higher than its Attack, you'll get a Hitmonchan. Only when they're equal will you get Hitmontop.

If you want one in particular, use Iron or Protein to tweak Tyrogue's stats when it's at level 19. But save your game first—its boost to level 20 may raise the stats unequally, messing up your careful plan at the last minute.



The Karate Master in Mt. Mortar will give you a Tyrogue... If you have an empty slot in your roster.



## How Come I'm Still Missing Some Pokéémon?



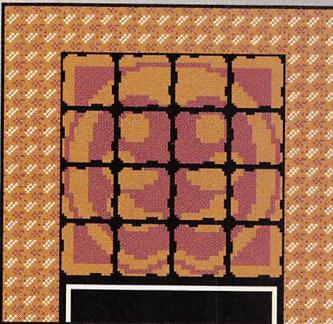
Even if you've imported all of the missing Pokéémon from Red/Blue/Yellow, traded diligently with friends who have versions you don't, and have followed this guide to capture and evolve all the Pokéémon we highlight, you'll still be a few Pokéémon short. But you can always experiment yourself... They're not so hard to find.

Remember: These Pokéémon Can't Be Caught in Gold or Silver

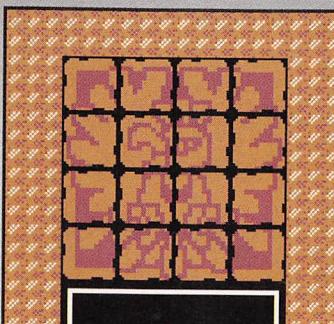


## What Are the Answers to the Ruins of Alph Puzzles?

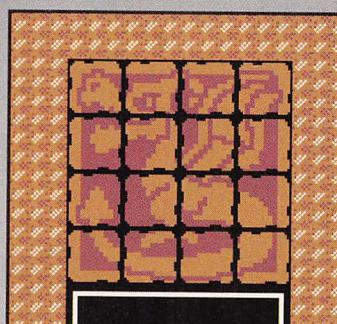
Here they are: The solutions to all four Ruins of Alph sliding puzzles!



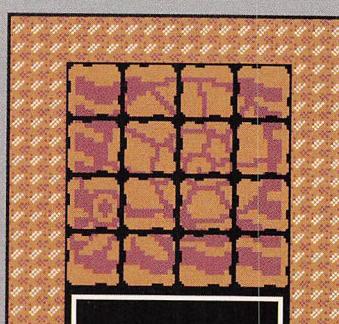
Kabuto



Ho-oh



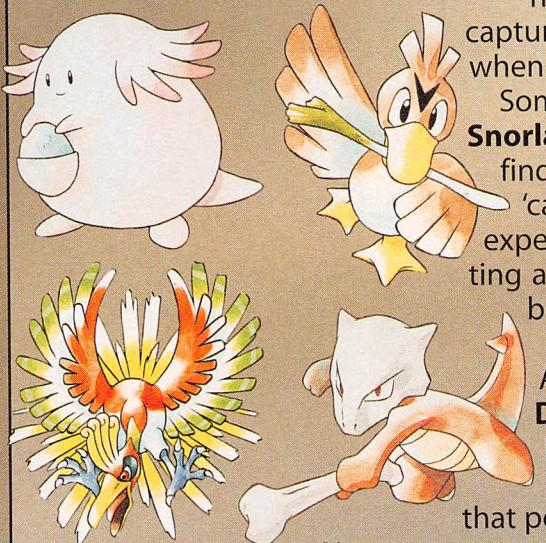
Charizard



Omanyte

# Why Do Wild Pokémon Sometimes Have Items?

## Wild Pokémon With Exclusive Items



No one knows where they get them, but some wild Pokémon have nifty items of their own, and you can get the item yourself if you capture them. You can also get the item by using the Thief move (TM 46) when you face them in battle.

Some of these items are harder to get than others. For example, **Snorlax** always comes with its Leftovers, but it's pretty rare that you'll find a **Chansey**, **Farfetch'd**, or **Marowak** with its item. That's a shame, 'cause all three come with great items. Chansey's Egg gets you more experience at the end of battle, Farfetch'd's stick raises the odds of getting a Critical Hit (for Farfetch'd Only) and Marowak's Thick Bone doubles its Attack power.

Wild **Sneasel** may have a Quick Claw, **Ho-oh** comes with Sacred Ash, a one-use item that completely heals all your Pokémon. **Doduo** and **Dodrio** may have the Razor Talon that powers up Flying-type Attacks. On Route 2, Gold players will find **Butterfree** and Silver players will find **Beedrill**, each possibly carrying an item that powers up Bug or Poison type attacks, respectively.

You can get another Dragon Scale by catching a wild **Horsea**, **Seadra**, **Dratini** or **Dragonair**, and another King's Rock from a wild **Slowbro**, **Slowpoke**, or **Poliwhirl**. And **Magnemite** sometimes comes with a Metal Coat.

We only listed the most exciting items here, but many other Pokémon come with various Berries or items (like Nuggets) that can be resold for large amounts of money.

## How Did My Red/Blue/Yellow Pokémon Get an Item!?

It's not only wild Pokémon; Imported Pokémon sometimes come with their own items, too. Once again, you'll get a lot of Berries and items that can only be resold. But you can also get some exclusive new items, and items that power up that particular Pokémon. This is also the only way to get TM 09; it's nowhere in Gold/Silver, but a Red/Blue/Yellow **Abra** might end up with it in its possession. You can get a few other TM's this way, too. **Krabby**, **Goldeen**, **Horsea** and **Staryu** may have TM 33 (Ice Punch), and **Nidoran** of either gender may have TM 43.

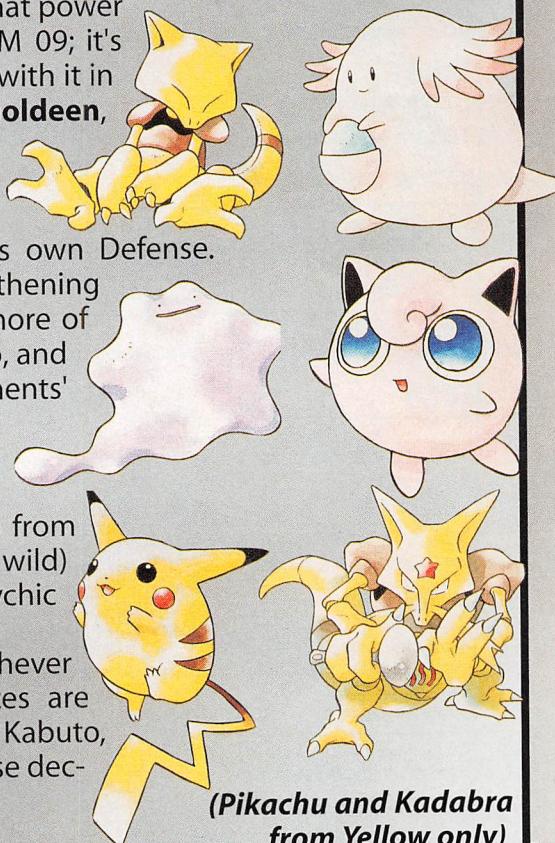
**Chansey** may come with the Lucky Punch that powers up its attacks, and **Ditto** may come with Metal Powder that raises its own Defense.

**Jigglypuff** might come with a Ribbon that's better at strengthening Normal Attacks than the Pink Ribbon, and a **Snorlax** may have more of those Leftovers (**Clefairy** might too). **Mewtwo**, **Zapdos**, **Articuno**, and **Moltres** may come with an equippable item that lowers opponents' Accuracy.

A few items can only come from the Yellow version: If you import the **Pikachu** Oak gave you in Yellow, it will come with an item that doubles its Special Attack power! And a wild **Kadabra** from Yellow (that's the only version in which they can be caught in the wild) may come with the trademark Bent Spoon that powers up Psychic attacks.

If you beat **Pokémon Stadium**, make sure to import whichever Pokémon you won as prizes in that game (the possible prizes are Bulbasaur, Charmander, Squirtle, Eevee, Hitmonlee, Hitmonchan, Kabuto, Omanyte, and the Amnesia Psyduck). They'll come with cool surprise decorations for your room.

## Imported Pokémon With Exclusive Items



(Pikachu and Kadabra from Yellow only)

# APPENDIX A: TECHNIQUES

| Name of Technique<br>New/Changed Tag   | TM Number<br>(If applicable) | Technique's Type             | Technique's Power                                       | Base Accuracy   |
|--|------------------------------|------------------------------|---|---|
| Gold/Silver has nearly 100 new moves, and many old moves have been changed. We note those changes, when possible, here. For example: <b>New Type</b> |                              | Color-coded for convenience! | Interacts with Attack or Sp. Attack to determine damage | Percentage score (modified by opponent's Evasion)                                 |
| <b>Ancient Power</b>   | TM -                         | TYPE Rock                    | POW. 60 ACC. 100 PP 5                                   | <b>Description of Technique</b><br>Lists special properties in addition to damage |
| <b>Absorb</b>  | TM -                         | TYPE Grass                   | POW. 20 ACC. 100 PP 20                                  | Refills HP by half of damage dealt to opponent                                    |
| <b>Acid</b>  | TM -                         | TYPE Poison                  | POW. 40 ACC. 100 PP 30                                  | Added Effect: Reduces opponent's Defense (10% success)                            |
| <b>Acid Armor</b>  | TM -                         | TYPE Poison                  | POW. - ACC. - PP 40                                     | Greatly raises user's Defense   |
| <b>Aeroblast</b>   | TM -                         | TYPE Flying                  | POW. 100 ACC. 95 PP 5                                   | <b>New!</b> Likely to become a critical hit                                       |
| <b>Agility</b>   | TM -                         | TYPE Psychic                 | POW. - ACC. - PP 30                                     | Greatly raises user's Speed   |
| <b>Amnesia</b>   | TM -                         | TYPE Psychic                 | POW. - ACC. - PP 20                                     | <b>Changed</b> Greatly raises user's Special Defense                              |
| <b>Ancient Power</b>   | TM -                         | TYPE Rock                    | POW. 60 ACC. 100 PP 5                                   | <b>New!</b> Added Effect: raises all user's abilities (10% success)               |
| <b>Attract</b>   | TM 45                        | TYPE Normal                  | POW. - ACC. 100 PP 10                                   | <b>New!</b> Prevents opp. sex opponent from attacking (50% success)               |
| <b>Aurora Beam</b>   | TM -                         | TYPE Ice                     | POW. 65 ACC. 100 PP 20                                  | Added Effect: Reduces opponent's Attack (10% success)                             |
| <b>Barrage</b>   | TM -                         | TYPE Normal                  | POW. 15 ACC. 85 PP 20                                   | Attacks 2-5 times in one turn   |
| <b>Barrier</b>   | TM -                         | TYPE Psychic                 | POW. - ACC. - PP 30                                     | Greatly raises user's Defense   |
| <b>Baton Pass</b>  | TM -                         | TYPE Normal                  | POW. - ACC. - PP 40                                     | <b>New!</b> Swaps Pokémon; New Pokémon gains any beneficial effects               |
| <b>Beat Up</b>   | TM -                         | TYPE Dark                    | POW. 10 ACC. 100 PP 10                                  | <b>New!</b> Attack's Power is +10 for each healthy Pokémon on team                |
| <b>Belly Drum</b>  | TM -                         | TYPE Normal                  | POW. - ACC. - PP 10                                     | <b>New!</b> Raises Attack to MAX, but loses half of MAX HP                        |
| <b>Bide</b>  | TM -                         | TYPE Normal                  | POW. - ACC. 100 PP 10                                   | Deals damage = 2X opponent's attacks after 2-3 turns                              |
| <b>Bind</b>  | TM -                         | TYPE Normal                  | POW. 15 ACC. 75 PP 20                                   | <b>Changed</b> Traps and attacks opponent continuously for 2-5 turns              |
| <b>Bite</b>  | TM -                         | TYPE Dark                    | POW. 60 ACC. 100 PP 25                                  | <b>New Type</b> Added Effect: Opponent Flinches (30% success)                     |
| <b>Blizzard</b>  | TM 14                        | TYPE Ice                     | POW. 120 ACC. 70 PP 5                                   | Added Effect: Freezes opponent (10% success)                                      |
| <b>Body Slam</b>   | TM -                         | TYPE Normal                  | POW. 85 ACC. 100 PP 15                                  | Added Effect: Paralyzes opponent (30% success)                                    |
| <b>Bone Club</b>   | TM -                         | TYPE Ground                  | POW. 65 ACC. 85 PP 20                                   | Added Effect: Opponent Flinches (10% success)                                     |
| <b>Bone Rush</b>   | TM -                         | TYPE Ground                  | POW. 25 ACC. 80 PP 10                                   | <b>New!</b> Attacks 2-5 times in one turn   |
| <b>Bonemerang</b>  | TM -                         | TYPE Ground                  | POW. 50 ACC. 90 PP 10                                   | Attacks twice in one turn   |
| <b>Bubble</b>  | TM -                         | TYPE Water                   | POW. 20 ACC. 100 PP 30                                  | Added Effect: Reduces opponent's Speed (10% success)                              |
| <b>Bubblebeam</b>  | TM -                         | TYPE Water                   | POW. 65 ACC. 100 PP 20                                  | Added Effect: Reduces opponent's Speed (10% success)                              |
| <b>Charm</b>   | TM -                         | TYPE Normal                  | POW. - ACC. 100 PP 20                                   | <b>New!</b> Greatly reduces opponent's Attack                                     |
| <b>Clamp</b>   | TM -                         | TYPE Water                   | POW. 35 ACC. 75 PP 10                                   | <b>Changed</b> Traps and attacks opponent continuously for 2-5 turns              |
| <b>Comet Punch</b>   | TM -                         | TYPE Normal                  | POW. 18 ACC. 85 PP 15                                   | Attacks 2-5 times in one turn   |
| <b>Confuse Ray</b>   | TM -                         | TYPE Ghost                   | POW. - ACC. 100 PP 10                                   | Confuses opponent   |
| <b>Confusion</b>   | TM -                         | TYPE Psychic                 | POW. 50 ACC. 100 PP 25                                  | Added Effect: Confuses opponent (10% success)                                     |
| <b>Constrict</b>   | TM -                         | TYPE Normal                  | POW. 10 ACC. 100 PP 35                                  | Added Effect: Reduces opponent's Speed (10% success)                              |

## TECHNIQUES: Conversion - Fissure

|  |       |                      |          |          |       |
|--|-------|----------------------|----------|----------|-------|
| <b>Conversion</b>  | TM -  | TYPE <b>Normal</b>   | POW. -   | ACC. -   | PP 30 |
| <b>Changed</b> Changes own type to that of one of user's moves             |       |                      |          |          |       |
| <b>Cotton Spore</b>  | TM -  | TYPE <b>Grass</b>    | POW. -   | ACC. 85  | PP 10 |
| <b>New!</b> Greatly reduces opponent's Speed                               |       |                      |          |          |       |
| <b>Counter</b>   | TM -  | TYPE <b>Fighting</b> | POW. -   | ACC. 100 | PP 20 |
| Attacks 2nd, deals 2X non-Special damage just received                     |       |                      |          |          |       |
| <b>Crabhammer</b>  | TM -  | TYPE <b>Water</b>    | POW. 90  | ACC. 85  | PP 10 |
| Likely to become a critical hit  |       |                      |          |          |       |
| <b>Cross Chop</b>  | TM -  | TYPE <b>Fighting</b> | POW. 100 | ACC. 80  | PP 5  |
| <b>New!</b> Likely to become a critical hit                                |       |                      |          |          |       |
| <b>Crunch</b>  | TM -  | TYPE <b>Dark</b>     | POW. 80  | ACC. 100 | PP 15 |
| <b>New!</b> Added Effect: Reduces Special Defense (20% success)            |       |                      |          |          |       |
| <b>Curse</b>   | TM 3  | TYPE <b>???</b>      | POW. -   | ACC. -   | PP 10 |
| <b>New!</b> If used by Ghost, cuts own HP by 1/2, hurts opponent each turn |       |                      |          |          |       |
| <b>Cut</b>   | HM 1  | TYPE <b>Normal</b>   | POW. 50  | ACC. 95  | PP 30 |
| Field: Cuts small trees  |       |                      |          |          |       |
| <b>Defense Curl</b>  | TM 40 | TYPE <b>Normal</b>   | POW. -   | ACC. -   | PP 40 |
| Raises Defense   |       |                      |          |          |       |
| <b>Destiny Bond</b>  | TM -  | TYPE <b>Ghost</b>    | POW. -   | ACC. -   | PP 5  |
| <b>New!</b> If user Faints, opponent Faints too                            |       |                      |          |          |       |
| <b>Detect</b>  | TM 43 | TYPE <b>Fighting</b> | POW. -   | ACC. -   | PP 5  |
| <b>New!</b> Protects from any attack. If used again, success % decreases   |       |                      |          |          |       |
| <b>Dig</b>   | TM 28 | TYPE <b>Ground</b>   | POW. 60  | ACC. 100 | PP 10 |
| <b>Weakened</b> Attacks on 2nd turn/Field: Escapes from caves              |       |                      |          |          |       |
| <b>Disable</b>   | TM -  | TYPE <b>Normal</b>   | POW. -   | ACC. 55  | PP 20 |
| <b>Changed</b> Disable opponent's last used move for a few turns           |       |                      |          |          |       |
| <b>Dizzy Punch</b>   | TM -  | TYPE <b>Normal</b>   | POW. 70  | ACC. 100 | PP 10 |
| Added Effect: Confuses opponent (20% success)                              |       |                      |          |          |       |
| <b>Double-Edge</b>   | TM -  | TYPE <b>Normal</b>   | POW. 120 | ACC. 100 | PP 15 |
| <b>Powered Up</b> 1/4 of damage dealt is also dealt to user                |       |                      |          |          |       |
| <b>Double Kick</b>   | TM -  | TYPE <b>Fighting</b> | POW. 30  | ACC. 100 | PP 30 |
| Attacks twice in one turn  |       |                      |          |          |       |
| <b>Doubleslap</b>  | TM -  | TYPE <b>Normal</b>   | POW. 15  | ACC. 85  | PP 10 |
| Attacks 2-5 times in one turn  |       |                      |          |          |       |
| <b>Double Team</b>   | TM 32 | TYPE <b>Normal</b>   | POW. -   | ACC. -   | PP 15 |
| Raises user's Evasion  |       |                      |          |          |       |

|  |       |                      |          |          |       |
|--|-------|----------------------|----------|----------|-------|
| <b>Dragon Rage</b>   | TM -  | TYPE <b>Dragon</b>   | POW. -   | ACC. 100 | PP 10 |
| Deals 40 damage, regardless of Type and Defense                        |       |                      |          |          |       |
| <b>Dragonbreath</b>  | TM 24 | TYPE <b>Dragon</b>   | POW. 60  | ACC. 100 | PP 20 |
| <b>New!</b> Added Effect: Paralyzes opponent (30% success)             |       |                      |          |          |       |
| <b>Dream Eater</b>   | TM 42 | TYPE <b>Psychic</b>  | POW. 100 | ACC. 100 | PP 15 |
| Only hits Sleeping opponents. Gain HP equal to 1/2 damage dealt        |       |                      |          |          |       |
| <b>Drill Peck</b>  | TM -  | TYPE <b>Flying</b>   | POW. 80  | ACC. 100 | PP 20 |
| No special properties  |       |                      |          |          |       |
| <b>Dynamicpunch</b>  | TM 1  | TYPE <b>Fighting</b> | POW. 100 | ACC. 50  | PP 5  |
| <b>New!</b> Whenever it hits, Confuses opponent                        |       |                      |          |          |       |
| <b>Earthquake</b>  | TM 26 | TYPE <b>Ground</b>   | POW. 100 | ACC. 100 | PP 10 |
| No special properties  |       |                      |          |          |       |
| <b>Egg Bomb</b>  | TM -  | TYPE <b>Normal</b>   | POW. 100 | ACC. 75  | PP 10 |
| No special properties  |       |                      |          |          |       |
| <b>Ember</b>   | TM -  | TYPE <b>Fire</b>     | POW. 40  | ACC. 100 | PP 25 |
| Added Effect: Burns opponent (10% success)                             |       |                      |          |          |       |
| <b>Encore</b>  | TM -  | TYPE <b>Normal</b>   | POW. -   | ACC. 100 | PP 5  |
| <b>New!</b> Opponent must repeat last attack 2-5 times                 |       |                      |          |          |       |
| <b>Endure</b>  | TM 20 | TYPE <b>Normal</b>   | POW. -   | ACC. -   | PP 10 |
| <b>New!</b> User survives with 1HP. If used again, success % decreases |       |                      |          |          |       |
| <b>Explosion</b>   | TM -  | TYPE <b>Normal</b>   | POW. 250 | ACC. 100 | PP 5  |
| After using this move, user Faints                                     |       |                      |          |          |       |
| <b>Extreme Speed</b>   | TM -  | TYPE <b>Normal</b>   | POW. 80  | ACC. 100 | PP 5  |
| <b>New!</b> Always attacks before opponent, regardless of Speed        |       |                      |          |          |       |
| <b>Faint Attack</b>  | TM -  | TYPE <b>Dark</b>     | POW. 60  | ACC. -   | PP 20 |
| <b>New!</b> Always hits (even during opponent's Dig, Fly, etc.)        |       |                      |          |          |       |
| <b>False Swipe</b>   | TM -  | TYPE <b>Normal</b>   | POW. 40  | ACC. 100 | PP 10 |
| <b>New!</b> Always leaves opponent with at least 1HP                   |       |                      |          |          |       |
| <b>Fire Blast</b>  | TM 38 | TYPE <b>Fire</b>     | POW. 120 | ACC. 85  | PP 5  |
| Added Effect: Burns opponent (10% success)                             |       |                      |          |          |       |
| <b>Fire Punch</b>  | TM 48 | TYPE <b>Fire</b>     | POW. 75  | ACC. 100 | PP 15 |
| Added Effect: Burns opponent (10% success)                             |       |                      |          |          |       |
| <b>Fire Spin</b>   | TM -  | TYPE <b>Fire</b>     | POW. 15  | ACC. 70  | PP 15 |
| <b>Changed</b> Traps and attacks opponent continuously for 2-5 turns   |       |                      |          |          |       |
| <b>Fissure</b>   | TM -  | TYPE <b>Ground</b>   | POW. -   | ACC. 30  | PP 5  |
| If it hits, opponent Faints  |       |                      |          |          |       |

## TECHNIQUES: Flail - Karate Chop

### Flail

|    |        |      |      |    |
|----|--------|------|------|----|
| TM | TYPE   | POW. | ACC. | PP |
| -  | Normal | -    | 100  | 15 |

**New!** Gains Power based on how little HP user has

### Flame Wheel

|    |      |      |      |    |
|----|------|------|------|----|
| TM | TYPE | POW. | ACC. | PP |
| -  | Fire | 60   | 100  | 25 |

**New!** Added Effect: Burns opponent (10% success). Cures Freeze

### Flamethrower

|    |      |      |      |    |
|----|------|------|------|----|
| TM | TYPE | POW. | ACC. | PP |
| -  | Fire | 95   | 100  | 15 |

Added Effect: Burns opponent (10% success)

### Flash

|    |        |      |      |    |
|----|--------|------|------|----|
| HM | TYPE   | POW. | ACC. | PP |
| 5  | Normal | -    | 70   | 20 |

Reduces opponent's Accuracy/Field: Lights up caves

### Fly

|    |        |      |      |    |
|----|--------|------|------|----|
| HM | TYPE   | POW. | ACC. | PP |
| 2  | Flying | 70   | 95   | 15 |

Attacks on 2nd turn/Field: Fly to areas you've already visited

### Focus Energy

|    |        |      |      |    |
|----|--------|------|------|----|
| TM | TYPE   | POW. | ACC. | PP |
| -  | Normal | -    | -    | 30 |

Next move will likely be a critical hit

### Foresight

|    |        |      |      |    |
|----|--------|------|------|----|
| TM | TYPE   | POW. | ACC. | PP |
| -  | Normal | -    | 100  | 40 |

**New!** Normalizes opp.'s Evasion/Normal-type attacks can hit Ghosts

### Frustration

|    |        |      |      |    |
|----|--------|------|------|----|
| TM | TYPE   | POW. | ACC. | PP |
| 21 | Normal | -    | 100  | 20 |

**New!** Gains Power based on how unhappy user is

### Fury Attack

|    |        |      |      |    |
|----|--------|------|------|----|
| TM | TYPE   | POW. | ACC. | PP |
| -  | Normal | 15   | 85   | 20 |

Attacks 2-5 times in one turn

### Fury Cutter

|    |      |      |      |    |
|----|------|------|------|----|
| TM | TYPE | POW. | ACC. | PP |
| 49 | Bug  | 10   | 95   | 20 |

**New!** If used consecutively, Power doubles each turn until misses

### Fury Swipes

|    |        |      |      |    |
|----|--------|------|------|----|
| TM | TYPE   | POW. | ACC. | PP |
| -  | Normal | 15   | 85   | 15 |

Attacks 2-5 times in one turn

### Future Sight

|    |         |      |      |    |
|----|---------|------|------|----|
| TM | TYPE    | POW. | ACC. | PP |
| -  | Psychic | 80   | 90   | 15 |

**New!** Attacks opponent two turns later

### Giga Drain

|    |       |      |      |    |
|----|-------|------|------|----|
| TM | TYPE  | POW. | ACC. | PP |
| 19 | Grass | 60   | 100  | 5  |

**New!** Refills HP by half of damage dealt to opponent

### Glare

|    |        |      |      |    |
|----|--------|------|------|----|
| TM | TYPE   | POW. | ACC. | PP |
| -  | Normal | -    | 75   | 30 |

Paralyzes opponent

### Growl

|    |        |      |      |    |
|----|--------|------|------|----|
| TM | TYPE   | POW. | ACC. | PP |
| -  | Normal | -    | 100  | 40 |

Reduces opponent's Attack

### Growth

|    |        |      |      |    |
|----|--------|------|------|----|
| TM | TYPE   | POW. | ACC. | PP |
| -  | Normal | -    | -    | 40 |

Raises user's Special Attack

### Guillotine

|    |        |      |      |    |
|----|--------|------|------|----|
| TM | TYPE   | POW. | ACC. | PP |
| -  | Normal | -    | 30   | 5  |

If it hits, opponent Faints

### Gust

|    |        |      |      |    |
|----|--------|------|------|----|
| TM | TYPE   | POW. | ACC. | PP |
| -  | Flying | 40   | 100  | 35 |

No special properties

### Harden

|    |        |      |      |    |
|----|--------|------|------|----|
| TM | TYPE   | POW. | ACC. | PP |
| -  | Normal | -    | -    | 30 |

Raises user's Defense

### Haze

|    |      |      |      |    |
|----|------|------|------|----|
| TM | TYPE | POW. | ACC. | PP |
| -  | Ice  | -    | -    | 30 |

Cures all status conditions of user and opponent

### Headbutt

|    |        |      |      |    |
|----|--------|------|------|----|
| TM | TYPE   | POW. | ACC. | PP |
| 2  | Normal | 70   | 100  | 15 |

Added Effect: Opp. Flinches (30%)/Field: Knock Pokémon from trees

### Heal Bell

|    |        |      |      |    |
|----|--------|------|------|----|
| TM | TYPE   | POW. | ACC. | PP |
| -  | Normal | -    | -    | 5  |

**New!** Heals all status conditions of all of your Pokémon

### Hi Jump Kick

|    |          |      |      |    |
|----|----------|------|------|----|
| TM | TYPE     | POW. | ACC. | PP |
| -  | Fighting | 85   | 90   | 20 |

If misses, user receives 1/8 of damage attack would have dealt

### Hidden Power

|    |        |      |      |    |
|----|--------|------|------|----|
| TM | TYPE   | POW. | ACC. | PP |
| 10 | Normal | -    | 100  | 15 |

**New!** Type and Power changes depending on Pokémon using it

### Horn Attack

|    |        |      |      |    |
|----|--------|------|------|----|
| TM | TYPE   | POW. | ACC. | PP |
| -  | Normal | 65   | 100  | 35 |

No special properties

### Horn Drill

|    |        |      |      |    |
|----|--------|------|------|----|
| TM | TYPE   | POW. | ACC. | PP |
| -  | Normal | -    | 30   | 5  |

If it hits, opponent faints

### Hydro Pump

|    |       |      |      |    |
|----|-------|------|------|----|
| TM | TYPE  | POW. | ACC. | PP |
| -  | Water | 120  | 80   | 5  |

No special properties

### Hyper Beam

|    |        |      |      |    |
|----|--------|------|------|----|
| TM | TYPE   | POW. | ACC. | PP |
| 15 | Normal | 150  | 90   | 5  |

User can't do anything on turn after attack

### Hyper Fang

|    |        |      |      |    |
|----|--------|------|------|----|
| TM | TYPE   | POW. | ACC. | PP |
| -  | Normal | 80   | 90   | 15 |

Added Effect: Opponent Flinches (10% success)

### Hypnosis

|    |         |      |      |    |
|----|---------|------|------|----|
| TM | TYPE    | POW. | ACC. | PP |
| -  | Psychic | -    | 60   | 20 |

Puts opponent to Sleep

### Ice Beam

|    |      |      |      |    |
|----|------|------|------|----|
| TM | TYPE | POW. | ACC. | PP |
| -  | Ice  | 95   | 100  | 10 |

Added Effect: Freezes opponent (10% success)

### Ice Punch

|    |      |      |      |    |
|----|------|------|------|----|
| TM | TYPE | POW. | ACC. | PP |
| 33 | Ice  | 75   | 100  | 15 |

Added Effect: Freezes opponent (10% success)

### Icy Wind

|    |      |      |      |    |
|----|------|------|------|----|
| TM | TYPE | POW. | ACC. | PP |
| 16 | Ice  | 55   | 95   | 15 |

**New!** Added Effect: Reduces opponent's Speed (10% success)

### Iron Tail

|    |       |      |      |    |
|----|-------|------|------|----|
| TM | TYPE  | POW. | ACC. | PP |
| 23 | Steel | 100  | 75   | 15 |

**New!** Added Effect: Reduces opponent's Defense (30% success)

### Jump Kick

|    |          |      |      |    |
|----|----------|------|------|----|
| TM | TYPE     | POW. | ACC. | PP |
| -  | Fighting | 70   | 95   | 25 |

If misses, user receives 1/8 of damage attack would have dealt

### Karate Chop

|    |          |      |      |    |
|----|----------|------|------|----|
| TM | TYPE     | POW. | ACC. | PP |
| -  | Fighting | 50   | 100  | 25 |

Likely to become a critical hit

## TECHNIQUES: Kinesis - Peck

|   |         |                         |             |             |          |
|---|---------|-------------------------|-------------|-------------|----------|
| <b>Kinesis</b>  | TM<br>- | TYPE<br><b>Psychic</b>  | POW.<br>-   | ACC.<br>80  | PP<br>15 |
| Reduces opponent's Accuracy                                       |         |                         |             |             |          |
| <b>Leech Life</b>   | TM<br>- | TYPE<br><b>Bug</b>      | POW.<br>20  | ACC.<br>100 | PP<br>15 |
| Refills HP by half of damage dealt to opponent                    |         |                         |             |             |          |
| <b>Leech Seed</b>   | TM<br>- | TYPE<br><b>Grass</b>    | POW.<br>-   | ACC.<br>90  | PP<br>10 |
| Steals a bit of HP from opponent every turn until battle ends     |         |                         |             |             |          |
| <b>Leer</b>   | TM<br>- | TYPE<br><b>Normal</b>   | POW.<br>-   | ACC.<br>100 | PP<br>30 |
| Reduces opponent's Defense  |         |                         |             |             |          |
| <b>Lick</b>   | TM<br>- | TYPE<br><b>Ghost</b>    | POW.<br>20  | ACC.<br>100 | PP<br>30 |
| Added Effect: Paralyzes opponent (30% success)                    |         |                         |             |             |          |
| <b>Light Screen</b>   | TM<br>- | TYPE<br><b>Psychic</b>  | POW.<br>-   | ACC.<br>-   | PP<br>30 |
| Reduces damage from opponent's Special attacks by 1/2 for 5 turns |         |                         |             |             |          |
| <b>Lock-On</b>  | TM<br>- | TYPE<br><b>Normal</b>   | POW.<br>-   | ACC.<br>100 | PP<br>5  |
| <b>New!</b> User's next attack will always hit                    |         |                         |             |             |          |
| <b>Lovely Kiss</b>  | TM<br>- | TYPE<br><b>Normal</b>   | POW.<br>-   | ACC.<br>75  | PP<br>15 |
| Puts opponent to Sleep  |         |                         |             |             |          |
| <b>Low Kick</b>   | TM<br>- | TYPE<br><b>Fighting</b> | POW.<br>50  | ACC.<br>90  | PP<br>20 |
| Added Effect: Opponent Flinches (30% success)                     |         |                         |             |             |          |
| <b>Mach Punch</b>   | TM<br>- | TYPE<br><b>Fighting</b> | POW.<br>40  | ACC.<br>100 | PP<br>30 |
| <b>New!</b> Always attacks before opponent, regardless of Speed   |         |                         |             |             |          |
| <b>Magnitude</b>  | TM<br>- | TYPE<br><b>Ground</b>   | POW.<br>-   | ACC.<br>100 | PP<br>30 |
| <b>New!</b> Power randomly changes (10, 30, 50, 70, 90, 110, 150) |         |                         |             |             |          |
| <b>Mean Look</b>  | TM<br>- | TYPE<br><b>Normal</b>   | POW.<br>-   | ACC.<br>100 | PP<br>5  |
| <b>New!</b> Opponent can't escape while user is in battle         |         |                         |             |             |          |
| <b>Meditate</b>   | TM<br>- | TYPE<br><b>Psychic</b>  | POW.<br>-   | ACC.<br>-   | PP<br>40 |
| Raises user's Attack  |         |                         |             |             |          |
| <b>Mega Drain</b>   | TM<br>- | TYPE<br><b>Grass</b>    | POW.<br>40  | ACC.<br>100 | PP<br>10 |
| Refills HP by half of damage dealt to opponent                    |         |                         |             |             |          |
| <b>Mega Kick</b>  | TM<br>- | TYPE<br><b>Normal</b>   | POW.<br>120 | ACC.<br>75  | PP<br>5  |
| No special properties   |         |                         |             |             |          |
| <b>Mega Punch</b>   | TM<br>- | TYPE<br><b>Normal</b>   | POW.<br>80  | ACC.<br>85  | PP<br>20 |
| No special properties   |         |                         |             |             |          |
| <b>Megahorn</b>   | TM<br>- | TYPE<br><b>Bug</b>      | POW.<br>120 | ACC.<br>85  | PP<br>10 |
| <b>New!</b> No special properties                                 |         |                         |             |             |          |
| <b>Metal Claw</b>   | TM<br>- | TYPE<br><b>Steel</b>    | POW.<br>50  | ACC.<br>95  | PP<br>35 |
| <b>New!</b> Added Effect: Raises user's Attack (10% success)      |         |                         |             |             |          |

|   |          |                        |            |             |          |
|---|----------|------------------------|------------|-------------|----------|
| <b>Metronome</b>  | TM<br>-  | TYPE<br><b>Normal</b>  | POW.<br>-  | ACC.<br>-   | PP<br>10 |
| Uses a randomly selected technique                                      |          |                        |            |             |          |
| <b>Milk Drink</b>   | TM<br>-  | TYPE<br><b>Normal</b>  | POW.<br>-  | ACC.<br>-   | PP<br>10 |
| <b>New!</b> Refills 1/2 of HP Max/Field. Shares 1/5 of own HP with team |          |                        |            |             |          |
| <b>Mimic</b>  | TM<br>-  | TYPE<br><b>Normal</b>  | POW.<br>-  | ACC.<br>100 | PP<br>10 |
| Copies last attack opponent used till end of battle                     |          |                        |            |             |          |
| <b>Mind Reader</b>  | TM<br>-  | TYPE<br><b>Normal</b>  | POW.<br>-  | ACC.<br>100 | PP<br>5  |
| <b>New!</b> User's next attack will always hit                          |          |                        |            |             |          |
| <b>Minimize</b>   | TM<br>-  | TYPE<br><b>Normal</b>  | POW.<br>-  | ACC.<br>-   | PP<br>20 |
| Raises user's Evasion   |          |                        |            |             |          |
| <b>Mirror Coat</b>  | TM<br>-  | TYPE<br><b>Psychic</b> | POW.<br>-  | ACC.<br>100 | PP<br>20 |
| <b>New!</b> Attacks 2nd, deals 2X Special damage just received          |          |                        |            |             |          |
| <b>Mirror Move</b>  | TM<br>-  | TYPE<br><b>Flying</b>  | POW.<br>-  | ACC.<br>-   | PP<br>20 |
| Hits opponent with last technique it hit you with                       |          |                        |            |             |          |
| <b>Mist</b>   | TM<br>-  | TYPE<br><b>Ice</b>     | POW.<br>-  | ACC.<br>-   | PP<br>30 |
| Protects from all moves that lower Pokémon abilities                    |          |                        |            |             |          |
| <b>Moonlight</b>  | TM<br>-  | TYPE<br><b>Normal</b>  | POW.<br>-  | ACC.<br>-   | PP<br>5  |
| <b>New!</b> Refills HP. Efficacy changes based on time of day           |          |                        |            |             |          |
| <b>Morning Sun</b>  | TM<br>-  | TYPE<br><b>Normal</b>  | POW.<br>-  | ACC.<br>-   | PP<br>5  |
| <b>New!</b> Refills HP. Efficacy changes based on time of day           |          |                        |            |             |          |
| <b>Mud Slap</b>   | TM<br>31 | TYPE<br><b>Ground</b>  | POW.<br>20 | ACC.<br>100 | PP<br>10 |
| <b>New!</b> Added Effect: Reduces opponent's Accuracy (10% success)     |          |                        |            |             |          |
| <b>Night Shade</b>  | TM<br>-  | TYPE<br><b>Ghost</b>   | POW.<br>-  | ACC.<br>100 | PP<br>15 |
| Deals damage equal to users level, regardless of Type and Defense       |          |                        |            |             |          |
| <b>Nightmare</b>  | TM<br>50 | TYPE<br><b>Ghost</b>   | POW.<br>-  | ACC.<br>100 | PP<br>15 |
| <b>New!</b> Use only while opponent sleeps. Deals damage every turn     |          |                        |            |             |          |
| <b>Octazooka</b>  | TM<br>-  | TYPE<br><b>Water</b>   | POW.<br>65 | ACC.<br>85  | PP<br>10 |
| <b>New!</b> Added Effect: Reduces opponent's Accuracy (50% success)     |          |                        |            |             |          |
| <b>Outrage</b>  | TM<br>-  | TYPE<br><b>Dragon</b>  | POW.<br>90 | ACC.<br>100 | PP<br>15 |
| <b>New!</b> Attacks 2-3 turns in a row, then user becomes Confused      |          |                        |            |             |          |
| <b>Pain Split</b>   | TM<br>-  | TYPE<br><b>Normal</b>  | POW.<br>-  | ACC.<br>100 | PP<br>20 |
| <b>New!</b> Combines user's and opponent's HP, and gives half to each   |          |                        |            |             |          |
| <b>Pay Day</b>  | TM<br>-  | TYPE<br><b>Normal</b>  | POW.<br>40 | ACC.<br>100 | PP<br>20 |
| You gain money equal to double user's level (per attack)                |          |                        |            |             |          |
| <b>Peck</b>   | TM<br>-  | TYPE<br><b>Flying</b>  | POW.<br>35 | ACC.<br>100 | PP<br>35 |
| No special properties   |          |                        |            |             |          |

## TECHNIQUES: Perish Song - Sandstorm

|                    |      |              |        |        |      |
|--------------------|------|--------------|--------|--------|------|
| <b>Perish Song</b> | TM - | TYPE: Normal | POW. - | ACC. - | PP 5 |
|--------------------|------|--------------|--------|--------|------|

**New!** Both Pokémon will Faint in 3 turns, unless either is switched

|                    |      |             |         |          |       |
|--------------------|------|-------------|---------|----------|-------|
| <b>Petal Dance</b> | TM - | TYPE: Grass | POW. 70 | ACC. 100 | PP 20 |
|--------------------|------|-------------|---------|----------|-------|

Attacks 2-3 turns in a row, then user becomes Confused

|                    |      |           |         |         |       |
|--------------------|------|-----------|---------|---------|-------|
| <b>Pin Missile</b> | TM - | TYPE: Bug | POW. 14 | ACC. 85 | PP 20 |
|--------------------|------|-----------|---------|---------|-------|

Attacks 2-5 times in one turn

|                   |      |              |        |         |       |
|-------------------|------|--------------|--------|---------|-------|
| <b>Poison Gas</b> | TM - | TYPE: Poison | POW. - | ACC. 55 | PP 40 |
|-------------------|------|--------------|--------|---------|-------|

Opponent becomes Poisoned

|                      |      |              |        |         |       |
|----------------------|------|--------------|--------|---------|-------|
| <b>Poison Powder</b> | TM - | TYPE: Poison | POW. - | ACC. 75 | PP 35 |
|----------------------|------|--------------|--------|---------|-------|

Opponent becomes Poisoned

|                     |      |              |         |          |       |
|---------------------|------|--------------|---------|----------|-------|
| <b>Poison Sting</b> | TM - | TYPE: Poison | POW. 15 | ACC. 100 | PP 35 |
|---------------------|------|--------------|---------|----------|-------|

Added Effect: Poisons opponent (30% success)

|              |      |              |         |          |       |
|--------------|------|--------------|---------|----------|-------|
| <b>Pound</b> | TM - | TYPE: Normal | POW. 40 | ACC. 100 | PP 35 |
|--------------|------|--------------|---------|----------|-------|

No special properties

|                    |      |           |         |          |       |
|--------------------|------|-----------|---------|----------|-------|
| <b>Powder Snow</b> | TM - | TYPE: Ice | POW. 40 | ACC. 100 | PP 25 |
|--------------------|------|-----------|---------|----------|-------|

**New!** Added Effect: Freezes opponent (10% success)

|                |      |              |        |         |       |
|----------------|------|--------------|--------|---------|-------|
| <b>Present</b> | TM - | TYPE: Normal | POW. - | ACC. 90 | PP 15 |
|----------------|------|--------------|--------|---------|-------|

**New!** Randomly deals 10, 80, or 120 damage, or refills 80 HP

|                |       |              |        |        |       |
|----------------|-------|--------------|--------|--------|-------|
| <b>Protect</b> | TM 17 | TYPE: Normal | POW. - | ACC. - | PP 10 |
|----------------|-------|--------------|--------|--------|-------|

**New!** Protects from any attack. If used again, success % decreases

|                |      |               |         |          |       |
|----------------|------|---------------|---------|----------|-------|
| <b>Psybeam</b> | TM - | TYPE: Psychic | POW. 65 | ACC. 100 | PP 20 |
|----------------|------|---------------|---------|----------|-------|

Added Effect: Confuses opponent (10% success)

|                 |      |              |        |        |       |
|-----------------|------|--------------|--------|--------|-------|
| <b>Psych Up</b> | TM 9 | TYPE: Normal | POW. - | ACC. - | PP 10 |
|-----------------|------|--------------|--------|--------|-------|

**New!** Opp's moves with beneficial effects also affect your Pokémon

|                |       |               |         |          |       |
|----------------|-------|---------------|---------|----------|-------|
| <b>Psychic</b> | TM 29 | TYPE: Psychic | POW. 90 | ACC. 100 | PP 10 |
|----------------|-------|---------------|---------|----------|-------|

Added Effect: Reduces opponent's Special Defense (10% success)

|                |      |               |        |         |       |
|----------------|------|---------------|--------|---------|-------|
| <b>Psywave</b> | TM - | TYPE: Psychic | POW. - | ACC. 80 | PP 15 |
|----------------|------|---------------|--------|---------|-------|

**Changed** Has random Power between 1 and 1.5 x user's level

|                |      |            |         |          |       |
|----------------|------|------------|---------|----------|-------|
| <b>Pursuit</b> | TM - | TYPE: Dark | POW. 40 | ACC. 100 | PP 20 |
|----------------|------|------------|---------|----------|-------|

**New!** When opp. changes Pokémon, it hits that Pokémon for 2X damage

|                     |      |              |         |          |       |
|---------------------|------|--------------|---------|----------|-------|
| <b>Quick Attack</b> | TM - | TYPE: Normal | POW. 40 | ACC. 100 | PP 30 |
|---------------------|------|--------------|---------|----------|-------|

Always hits before opponent, regardless of Speed

|             |      |              |         |          |       |
|-------------|------|--------------|---------|----------|-------|
| <b>Rage</b> | TM - | TYPE: Normal | POW. 20 | ACC. 100 | PP 20 |
|-------------|------|--------------|---------|----------|-------|

If used continuously, Power grows as user is damaged

|                   |       |             |        |        |      |
|-------------------|-------|-------------|--------|--------|------|
| <b>Rain Dance</b> | TM 18 | TYPE: Water | POW. - | ACC. - | PP 5 |
|-------------------|-------|-------------|--------|--------|------|

Raises Power of Water-type attacks for 5 turns

|                   |      |              |         |          |       |
|-------------------|------|--------------|---------|----------|-------|
| <b>Rapid Spin</b> | TM - | TYPE: Normal | POW. 20 | ACC. 100 | PP 40 |
|-------------------|------|--------------|---------|----------|-------|

**New!** Escapes from continuous moves like Bind and Leech Seed

|                   |      |             |         |         |       |
|-------------------|------|-------------|---------|---------|-------|
| <b>Razor Leaf</b> | TM - | TYPE: Grass | POW. 55 | ACC. 95 | PP 25 |
|-------------------|------|-------------|---------|---------|-------|

Likely to become a critical hit

|                   |      |              |         |         |       |
|-------------------|------|--------------|---------|---------|-------|
| <b>Razor Wind</b> | TM - | TYPE: Normal | POW. 80 | ACC. 75 | PP 10 |
|-------------------|------|--------------|---------|---------|-------|

**Changed** Likely to become a critical hit

|                |      |              |        |        |       |
|----------------|------|--------------|--------|--------|-------|
| <b>Recover</b> | TM - | TYPE: Normal | POW. - | ACC. - | PP 20 |
|----------------|------|--------------|--------|--------|-------|

Refills 1/2 of Max HP

|                |      |               |        |        |       |
|----------------|------|---------------|--------|--------|-------|
| <b>Reflect</b> | TM - | TYPE: Psychic | POW. - | ACC. - | PP 20 |
|----------------|------|---------------|--------|--------|-------|

Reduces damage from opponent's non-Special attacks by 1/2 for 5 turns

|             |       |               |        |        |       |
|-------------|-------|---------------|--------|--------|-------|
| <b>Rest</b> | TM 44 | TYPE: Psychic | POW. - | ACC. - | PP 10 |
|-------------|-------|---------------|--------|--------|-------|

Recovers HP completely, user Sleeps for next two turns

|               |       |              |        |          |       |
|---------------|-------|--------------|--------|----------|-------|
| <b>Return</b> | TM 27 | TYPE: Normal | POW. - | ACC. 100 | PP 20 |
|---------------|-------|--------------|--------|----------|-------|

**New!** Gains Power based on how happy user is

|                 |      |                |        |          |       |
|-----------------|------|----------------|--------|----------|-------|
| <b>Reversal</b> | TM - | TYPE: Fighting | POW. - | ACC. 100 | PP 15 |
|-----------------|------|----------------|--------|----------|-------|

**New!** Gains power based on how little HP user has

|             |      |              |        |          |       |
|-------------|------|--------------|--------|----------|-------|
| <b>Roar</b> | TM 5 | TYPE: Normal | POW. - | ACC. 100 | PP 20 |
|-------------|------|--------------|--------|----------|-------|

**Changed** Ends battle vs. wild Pokémon/Forces opp. to switch Pokémon

|                   |      |            |         |         |       |
|-------------------|------|------------|---------|---------|-------|
| <b>Rock Slide</b> | TM - | TYPE: Rock | POW. 75 | ACC. 90 | PP 10 |
|-------------------|------|------------|---------|---------|-------|

**New Effect** Added Effect: Opponent Flinches (30% success)

|                   |      |                |         |          |       |
|-------------------|------|----------------|---------|----------|-------|
| <b>Rock Smash</b> | TM 8 | TYPE: Fighting | POW. 20 | ACC. 100 | PP 15 |
|-------------------|------|----------------|---------|----------|-------|

**New!** Added Effect: Reduces opp.'s Defense/Field: Smash rocks

|                   |      |            |         |         |       |
|-------------------|------|------------|---------|---------|-------|
| <b>Rock Throw</b> | TM - | TYPE: Rock | POW. 50 | ACC. 90 | PP 15 |
|-------------------|------|------------|---------|---------|-------|

**Accuracy Up** No special properties

|                     |      |                |         |         |       |
|---------------------|------|----------------|---------|---------|-------|
| <b>Rolling Kick</b> | TM - | TYPE: Fighting | POW. 60 | ACC. 85 | PP 15 |
|---------------------|------|----------------|---------|---------|-------|

Added Effect: Opponent Flinches (30% success)

|                |      |            |         |         |       |
|----------------|------|------------|---------|---------|-------|
| <b>Rollout</b> | TM 4 | TYPE: Rock | POW. 30 | ACC. 90 | PP 20 |
|----------------|------|------------|---------|---------|-------|

**New!** Attacks for 5 turns. Power increases each turn until misses

|                    |      |            |          |         |      |
|--------------------|------|------------|----------|---------|------|
| <b>Sacred Fire</b> | TM - | TYPE: Fire | POW. 100 | ACC. 95 | PP 5 |
|--------------------|------|------------|----------|---------|------|

**New!** Added Effect: Burns opponent (50% success)

|                  |      |              |        |        |       |
|------------------|------|--------------|--------|--------|-------|
| <b>Safeguard</b> | TM - | TYPE: Normal | POW. - | ACC. - | PP 25 |
|------------------|------|--------------|--------|--------|-------|

**New!** Protects all Poké from status conditions for 5 turns

|                    |      |              |        |          |       |
|--------------------|------|--------------|--------|----------|-------|
| <b>Sand-Attack</b> | TM - | TYPE: Ground | POW. - | ACC. 100 | PP 15 |
|--------------------|------|--------------|--------|----------|-------|

Reduces opponent's Accuracy

|                  |       |            |        |        |       |
|------------------|-------|------------|--------|--------|-------|
| <b>Sandstorm</b> | TM 37 | TYPE: Rock | POW. - | ACC. - | PP 10 |
|------------------|-------|------------|--------|--------|-------|

**New!** Hurts both Poké each turn, except Rock, Steel, & Ground-types

## TECHNIQUES: Scary Face - Stun Spore

|                   |      |                    |        |         |       |
|-------------------|------|--------------------|--------|---------|-------|
| <b>Scary Face</b> | TM - | TYPE <b>Normal</b> | POW. - | ACC. 90 | PP 10 |
|-------------------|------|--------------------|--------|---------|-------|

**New!** Greatly reduces opponent's Speed

|                |      |                    |         |          |       |
|----------------|------|--------------------|---------|----------|-------|
| <b>Scratch</b> | TM - | TYPE <b>Normal</b> | POW. 40 | ACC. 100 | PP 35 |
|----------------|------|--------------------|---------|----------|-------|

No special properties

|                |      |                    |        |         |       |
|----------------|------|--------------------|--------|---------|-------|
| <b>Screech</b> | TM - | TYPE <b>Normal</b> | POW. - | ACC. 85 | PP 40 |
|----------------|------|--------------------|--------|---------|-------|

Greatly reduces opponent's Defense

|                     |      |                      |        |          |       |
|---------------------|------|----------------------|--------|----------|-------|
| <b>Seismic Toss</b> | TM - | TYPE <b>Fighting</b> | POW. - | ACC. 100 | PP 20 |
|---------------------|------|----------------------|--------|----------|-------|

Deals damage equal to users level, regardless of Type and Defense

|                     |      |                    |          |          |      |
|---------------------|------|--------------------|----------|----------|------|
| <b>Selfdestruct</b> | TM - | TYPE <b>Normal</b> | POW. 200 | ACC. 100 | PP 5 |
|---------------------|------|--------------------|----------|----------|------|

After using this move, user Faints

|                    |       |                   |         |          |      |
|--------------------|-------|-------------------|---------|----------|------|
| <b>Shadow Ball</b> | TM 30 | TYPE <b>Ghost</b> | POW. 80 | ACC. 100 | PP 5 |
|--------------------|-------|-------------------|---------|----------|------|

**New!** Added Effect: Reduces opp's Special Defense (20% success)

|                |      |                    |        |        |       |
|----------------|------|--------------------|--------|--------|-------|
| <b>Sharpen</b> | TM - | TYPE <b>Normal</b> | POW. - | ACC. - | PP 30 |
|----------------|------|--------------------|--------|--------|-------|

Raises user's Attack

|             |      |                    |        |         |       |
|-------------|------|--------------------|--------|---------|-------|
| <b>Sing</b> | TM - | TYPE <b>Normal</b> | POW. - | ACC. 55 | PP 15 |
|-------------|------|--------------------|--------|---------|-------|

Puts opponent to Sleep

|               |      |                    |        |        |      |
|---------------|------|--------------------|--------|--------|------|
| <b>Sketch</b> | TM - | TYPE <b>Normal</b> | POW. - | ACC. - | PP 1 |
|---------------|------|--------------------|--------|--------|------|

**New!** Permanently copies the last technique used by opp.

|                   |      |                    |          |          |       |
|-------------------|------|--------------------|----------|----------|-------|
| <b>Skull Bash</b> | TM - | TYPE <b>Normal</b> | POW. 100 | ACC. 100 | PP 15 |
|-------------------|------|--------------------|----------|----------|-------|

**New Effect** 2nd turn attack, also raises users Defense

|                   |      |                    |          |         |      |
|-------------------|------|--------------------|----------|---------|------|
| <b>Sky Attack</b> | TM - | TYPE <b>Flying</b> | POW. 140 | ACC. 90 | PP 5 |
|-------------------|------|--------------------|----------|---------|------|

2nd turn attack

|             |      |                    |         |         |       |
|-------------|------|--------------------|---------|---------|-------|
| <b>Slam</b> | TM - | TYPE <b>Normal</b> | POW. 80 | ACC. 75 | PP 20 |
|-------------|------|--------------------|---------|---------|-------|

No special properties

|              |      |                    |         |          |       |
|--------------|------|--------------------|---------|----------|-------|
| <b>Slash</b> | TM - | TYPE <b>Normal</b> | POW. 70 | ACC. 100 | PP 15 |
|--------------|------|--------------------|---------|----------|-------|

Likely to become a critical hit

|                     |      |                   |        |         |       |
|---------------------|------|-------------------|--------|---------|-------|
| <b>Sleep Powder</b> | TM - | TYPE <b>Grass</b> | POW. - | ACC. 75 | PP 15 |
|---------------------|------|-------------------|--------|---------|-------|

Puts opponent to Sleep

|                   |       |                    |        |        |       |
|-------------------|-------|--------------------|--------|--------|-------|
| <b>Sleep Talk</b> | TM 35 | TYPE <b>Normal</b> | POW. - | ACC. - | PP 10 |
|-------------------|-------|--------------------|--------|--------|-------|

**New!** Randomly uses one of user's techniques when Asleep

|               |      |                    |         |          |       |
|---------------|------|--------------------|---------|----------|-------|
| <b>Sludge</b> | TM - | TYPE <b>Poison</b> | POW. 65 | ACC. 100 | PP 20 |
|---------------|------|--------------------|---------|----------|-------|

Added Effect: Poisons opponent (30% success)

|                    |       |                    |         |          |       |
|--------------------|-------|--------------------|---------|----------|-------|
| <b>Sludge Bomb</b> | TM 36 | TYPE <b>Poison</b> | POW. 90 | ACC. 100 | PP 10 |
|--------------------|-------|--------------------|---------|----------|-------|

**New!** Added Effect: Poisons opponent (30% success)

|             |      |                    |         |         |       |
|-------------|------|--------------------|---------|---------|-------|
| <b>Smog</b> | TM - | TYPE <b>Poison</b> | POW. 20 | ACC. 70 | PP 20 |
|-------------|------|--------------------|---------|---------|-------|

Added Effect: Poisons opponent (10% success)

|                    |      |                    |        |          |       |
|--------------------|------|--------------------|--------|----------|-------|
| <b>Smokescreen</b> | TM - | TYPE <b>Normal</b> | POW. - | ACC. 100 | PP 20 |
|--------------------|------|--------------------|--------|----------|-------|

Reduces opponent's Accuracy

|              |       |                    |         |          |       |
|--------------|-------|--------------------|---------|----------|-------|
| <b>Snore</b> | TM 13 | TYPE <b>Normal</b> | POW. 40 | ACC. 100 | PP 15 |
|--------------|-------|--------------------|---------|----------|-------|

**New!** Added Effect: Opp. Flinches (30% success). Use only while Asleep

|                   |      |                    |        |        |       |
|-------------------|------|--------------------|--------|--------|-------|
| <b>Softboiled</b> | TM - | TYPE <b>Normal</b> | POW. - | ACC. - | PP 10 |
|-------------------|------|--------------------|--------|--------|-------|

Refills 1/2 of HP Max/Field. Shares 1/5 of own HP with team

|                   |       |                   |          |          |       |
|-------------------|-------|-------------------|----------|----------|-------|
| <b>Solar Beam</b> | TM 22 | TYPE <b>Grass</b> | POW. 120 | ACC. 100 | PP 10 |
|-------------------|-------|-------------------|----------|----------|-------|

2nd turn attack

|                  |      |                    |        |         |       |
|------------------|------|--------------------|--------|---------|-------|
| <b>Sonicboom</b> | TM - | TYPE <b>Normal</b> | POW. - | ACC. 90 | PP 20 |
|------------------|------|--------------------|--------|---------|-------|

Deals 20 damage, regardless of Type and Defense

|              |      |                      |         |          |       |
|--------------|------|----------------------|---------|----------|-------|
| <b>Spark</b> | TM - | TYPE <b>Electric</b> | POW. 65 | ACC. 100 | PP 20 |
|--------------|------|----------------------|---------|----------|-------|

**New!** Added Effect: Paralyzes opponent (30% success)

|                   |      |                 |        |          |       |
|-------------------|------|-----------------|--------|----------|-------|
| <b>Spider Web</b> | TM - | TYPE <b>Bug</b> | POW. - | ACC. 100 | PP 10 |
|-------------------|------|-----------------|--------|----------|-------|

**New!** Opponent can't escape while user is in battle

|                     |      |                    |         |          |       |
|---------------------|------|--------------------|---------|----------|-------|
| <b>Spike Cannon</b> | TM - | TYPE <b>Normal</b> | POW. 20 | ACC. 100 | PP 15 |
|---------------------|------|--------------------|---------|----------|-------|

Attacks 2-5 times in one turn

|               |      |                    |         |         |       |
|---------------|------|--------------------|---------|---------|-------|
| <b>Spikes</b> | TM - | TYPE <b>Normal</b> | POW. 15 | ACC. 85 | PP 20 |
|---------------|------|--------------------|---------|---------|-------|

**New!** Traps and attacks opponent continuously for 2-5 turns

|              |      |                   |        |          |       |
|--------------|------|-------------------|--------|----------|-------|
| <b>Spite</b> | TM - | TYPE <b>Ghost</b> | POW. - | ACC. 100 | PP 10 |
|--------------|------|-------------------|--------|----------|-------|

**New!** Reduces PP of opponent's last used move by 2-5

|               |      |                    |        |        |       |
|---------------|------|--------------------|--------|--------|-------|
| <b>Splash</b> | TM - | TYPE <b>Normal</b> | POW. - | ACC. - | PP 40 |
|---------------|------|--------------------|--------|--------|-------|

Does absolutely nothing

|              |      |                   |        |          |       |
|--------------|------|-------------------|--------|----------|-------|
| <b>Spore</b> | TM - | TYPE <b>Grass</b> | POW. - | ACC. 100 | PP 15 |
|--------------|------|-------------------|--------|----------|-------|

Puts opponent to Sleep

|                   |       |                   |         |         |       |
|-------------------|-------|-------------------|---------|---------|-------|
| <b>Steel Wing</b> | TM 47 | TYPE <b>Steel</b> | POW. 70 | ACC. 90 | PP 25 |
|-------------------|-------|-------------------|---------|---------|-------|

**New!** Added Effect: Raises user's Defense (10% success)

|              |      |                    |         |          |       |
|--------------|------|--------------------|---------|----------|-------|
| <b>Stomp</b> | TM - | TYPE <b>Normal</b> | POW. 65 | ACC. 100 | PP 20 |
|--------------|------|--------------------|---------|----------|-------|

Added Effect: Opponent Flinches (30% success)

|                 |      |                    |         |          |       |
|-----------------|------|--------------------|---------|----------|-------|
| <b>Strength</b> | HM 1 | TYPE <b>Normal</b> | POW. 80 | ACC. 100 | PP 15 |
|-----------------|------|--------------------|---------|----------|-------|

Field: Allows you to push rocks

|                    |      |                 |        |         |       |
|--------------------|------|-----------------|--------|---------|-------|
| <b>String Shot</b> | TM - | TYPE <b>Bug</b> | POW. - | ACC. 95 | PP 40 |
|--------------------|------|-----------------|--------|---------|-------|

Reduces opponent's Speed

|                 |      |                    |         |          |        |
|-----------------|------|--------------------|---------|----------|--------|
| <b>Struggle</b> | TM - | TYPE <b>Normal</b> | POW. 50 | ACC. 100 | PP n/a |
|-----------------|------|--------------------|---------|----------|--------|

1/4 of damage also dealt to user. All Pokémons gain this when out of PP

|                   |      |                   |        |         |       |
|-------------------|------|-------------------|--------|---------|-------|
| <b>Stun Spore</b> | TM - | TYPE <b>Grass</b> | POW. - | ACC. 75 | PP 30 |
|-------------------|------|-------------------|--------|---------|-------|

Paralyzes opponent

## TECHNIQUES: Submission - Whirlwind

|                   |    |          |      |      |    |
|-------------------|----|----------|------|------|----|
| <b>Submission</b> | TM | TYPE     | POW. | ACC. | PP |
|                   | -  | Fighting | 80   | 80   | 25 |

1/4 of damage dealt is also dealt to user

|                   |    |        |      |      |    |
|-------------------|----|--------|------|------|----|
| <b>Substitute</b> | TM | TYPE   | POW. | ACC. | PP |
|                   | -  | Normal | -    | -    | 10 |

Creates clone with 1/4 of user's HP, clone blocks until K.O.'ed

|                  |    |      |      |      |    |
|------------------|----|------|------|------|----|
| <b>Sunny Day</b> | TM | TYPE | POW. | ACC. | PP |
|                  | 11 | Fire | -    | -    | 5  |

**New!** Raises Power of Fire-type attacks for 5 turns

|                   |    |        |      |      |     |
|-------------------|----|--------|------|------|-----|
| <b>Super Fang</b> | TM | TYPE   | POW. | ACC. | PP  |
|                   | -  | Normal | -    | 90   | 100 |

Reduces opponent's HP by 1/2

|                   |    |        |      |      |    |
|-------------------|----|--------|------|------|----|
| <b>Supersonic</b> | TM | TYPE   | POW. | ACC. | PP |
|                   | -  | Normal | -    | 55   | 20 |

Confuses opponent

|             |    |       |      |      |    |
|-------------|----|-------|------|------|----|
| <b>Surf</b> | HM | TYPE  | POW. | ACC. | PP |
|             | 3  | Water | 95   | 100  | 15 |

Field: Allows you to swim on water

|                |    |        |      |      |    |
|----------------|----|--------|------|------|----|
| <b>Swagger</b> | TM | TYPE   | POW. | ACC. | PP |
|                | 34 | Normal | -    | 90   | 10 |

**New!** Confuses opponent but greatly raises opponent's Attack

|                   |    |        |      |      |    |
|-------------------|----|--------|------|------|----|
| <b>Sweet Kiss</b> | TM | TYPE   | POW. | ACC. | PP |
|                   | -  | Normal | -    | 75   | 10 |

**New!** Confuses opponent

|                    |    |        |      |      |    |
|--------------------|----|--------|------|------|----|
| <b>Sweet Scent</b> | TM | TYPE   | POW. | ACC. | PP |
|                    | 12 | Normal | -    | 100  | 20 |

**New!** Reduces opponent's Evasion/Field: Attracts wild Pokémon

|              |    |        |      |      |    |
|--------------|----|--------|------|------|----|
| <b>Swift</b> | TM | TYPE   | POW. | ACC. | PP |
|              | 39 | Normal | 60   | -    | 20 |

Always hits (except during opponent's Dig, Fly, etc.)

|                     |    |        |      |      |    |
|---------------------|----|--------|------|------|----|
| <b>Swords Dance</b> | TM | TYPE   | POW. | ACC. | PP |
|                     | -  | Normal | -    | -    | 30 |

Greatly raises user's Attack

|                  |    |       |      |      |    |
|------------------|----|-------|------|------|----|
| <b>Synthesis</b> | TM | TYPE  | POW. | ACC. | PP |
|                  | -  | Grass | -    | -    | 5  |

**New!** Refills HP. Efficacy changes based on time of day

|               |    |        |      |      |    |
|---------------|----|--------|------|------|----|
| <b>Tackle</b> | TM | TYPE   | POW. | ACC. | PP |
|               | -  | Normal | 35   | 95   | 35 |

No special properties

|                  |    |        |      |      |    |
|------------------|----|--------|------|------|----|
| <b>Tail Whip</b> | TM | TYPE   | POW. | ACC. | PP |
|                  | -  | Normal | -    | 100  | 30 |

Reduces opponent's Defense

|                  |    |        |      |      |    |
|------------------|----|--------|------|------|----|
| <b>Take Down</b> | TM | TYPE   | POW. | ACC. | PP |
|                  | -  | Normal | 90   | 85   | 20 |

1/4 of damage dealt is also dealt to user

|                 |    |         |      |      |    |
|-----------------|----|---------|------|------|----|
| <b>Teleport</b> | TM | TYPE    | POW. | ACC. | PP |
|                 | -  | Psychic | -    | -    | 20 |

Escape from wild Pokémon/Field: Return to last Pokémon Center

|              |    |      |      |      |    |
|--------------|----|------|------|------|----|
| <b>Thief</b> | TM | TYPE | POW. | ACC. | PP |
|              | 46 | Dark | 40   | 100  | 10 |

**New!** Added Effect: Steals any item held by wild Pokémon

|               |    |        |      |      |    |
|---------------|----|--------|------|------|----|
| <b>Thrash</b> | TM | TYPE   | POW. | ACC. | PP |
|               | -  | Normal | 90   | 100  | 20 |

Attacks 2-3 turns in a row, then user becomes Confused

|                |    |          |      |      |    |
|----------------|----|----------|------|------|----|
| <b>Thunder</b> | TM | TYPE     | POW. | ACC. | PP |
|                | 25 | Electric | 120  | 70   | 10 |

Added Effect: Paralyzes opponent (30% success)

|                     |    |          |      |      |    |
|---------------------|----|----------|------|------|----|
| <b>Thunder Wave</b> | TM | TYPE     | STR. | ACC. | PP |
|                     | -  | Electric | -    | 100  | 20 |

Paralyzes opponent

|                    |    |          |      |      |    |
|--------------------|----|----------|------|------|----|
| <b>Thunderbolt</b> | TM | TYPE     | STR. | ACC. | PP |
|                    | -  | Electric | 95   | 100  | 15 |

Added Effect: Paralyzes opponent (10% success)

|                     |    |          |      |      |    |
|---------------------|----|----------|------|------|----|
| <b>Thunderpunch</b> | TM | TYPE     | STR. | ACC. | PP |
|                     | 41 | Electric | 75   | 100  | 15 |

Added Effect: Paralyzes opponent (10% success)

|                     |    |          |      |      |    |
|---------------------|----|----------|------|------|----|
| <b>Thundershock</b> | TM | TYPE     | STR. | ACC. | PP |
|                     | -  | Electric | 40   | 100  | 30 |

Added Effect: Paralyzes opponent (10% success)

|              |    |        |      |      |    |
|--------------|----|--------|------|------|----|
| <b>Toxic</b> | TM | TYPE   | STR. | ACC. | PP |
|              | 6  | Poison | -    | 85   | 10 |

Opponent is Poisoned. Poison damage increases each turn

|                  |    |        |      |      |    |
|------------------|----|--------|------|------|----|
| <b>Transform</b> | TM | TYPE   | STR. | ACC. | PP |
|                  | -  | Normal | -    | -    | 10 |

User becomes copy of opponent, but keeps own stats

|                   |    |        |      |      |    |
|-------------------|----|--------|------|------|----|
| <b>Tri Attack</b> | TM | TYPE   | STR. | ACC. | PP |
|                   | -  | Normal | 80   | 100  | 10 |

**New Effect** Added Effect: Paralyzes, Burns, or Freezes oppt. (20%)

|                    |    |          |      |      |    |
|--------------------|----|----------|------|------|----|
| <b>Triple Kick</b> | TM | TYPE     | STR. | ACC. | PP |
|                    | -  | Fighting | 10   | 90   | 10 |

**New!** Attacks 3X in one turn. Power increases each turn until misses

|                  |    |      |      |      |    |
|------------------|----|------|------|------|----|
| <b>Twineedle</b> | TM | TYPE | POW. | ACC. | PP |
|                  | -  | Bug  | 25   | 100  | 20 |

Attacks twice. Added Effect: Poisons opponent (20% success)

|                |    |        |      |      |    |
|----------------|----|--------|------|------|----|
| <b>Twister</b> | TM | TYPE   | POW. | ACC. | PP |
|                | -  | Dragon | 40   | 100  | 20 |

**New!** Added Effect: Opponent Flinches (20% success)

|                 |    |        |      |      |    |
|-----------------|----|--------|------|------|----|
| <b>Vicegrip</b> | TM | TYPE   | POW. | ACC. | PP |
|                 | -  | Normal | 55   | 100  | 30 |

No special properties

|                  |    |       |      |      |    |
|------------------|----|-------|------|------|----|
| <b>Vine Whip</b> | TM | TYPE  | POW. | ACC. | PP |
|                  | -  | Grass | 35   | 100  | 10 |

No special properties

|                    |    |          |      |      |    |
|--------------------|----|----------|------|------|----|
| <b>Vital Throw</b> | TM | TYPE     | POW. | ACC. | PP |
|                    | -  | Fighting | 70   | 100  | 10 |

**New!** Always attacks second, next attack will always hit

|                  |    |       |      |      |    |
|------------------|----|-------|------|------|----|
| <b>Water Gun</b> | TM | TYPE  | POW. | ACC. | PP |
|                  | -  | Water | 40   | 100  | 25 |

No special properties

|                  |    |       |      |      |    |
|------------------|----|-------|------|------|----|
| <b>Waterfall</b> | TM | TYPE  | POW. | ACC. | PP |
|                  | -  | Water | 80   | 100  | 15 |

Field: Can swim up waterfalls

|                  |    |       |      |      |    |
|------------------|----|-------|------|------|----|
| <b>Whirlpool</b> | TM | TYPE  | POW. | ACC. | PP |
|                  | -  | Water | 15   | 70   | 15 |

**New!** Traps and attacks oppt. for 2-5 turns/Field: Clears whirlpools

|                  |    |        |      |      |    |
|------------------|----|--------|------|------|----|
| <b>Whirlwind</b> | TM | TYPE   | POW. | ACC. | PP |
|                  | -  | Normal | -    | 100  | 20 |

**Changed** Ends battle vs. wild Pokémon/Forces oppt. to switch Pokémon

**TECHNIQUES: Wing Attack - Zap Cannon**

|                    |    |                       |            |             |          |
|--------------------|----|-----------------------|------------|-------------|----------|
| <b>Wing Attack</b> | TM | TYPE<br><b>Flying</b> | POW.<br>60 | ACC.<br>100 | PP<br>35 |
|--------------------|----|-----------------------|------------|-------------|----------|

**Powered Up** No special properties

|                 |    |                      |           |           |          |
|-----------------|----|----------------------|-----------|-----------|----------|
| <b>Withdraw</b> | TM | TYPE<br><b>Water</b> | POW.<br>- | ACC.<br>- | PP<br>40 |
|-----------------|----|----------------------|-----------|-----------|----------|

Raises user's Defense

|             |    |                       |            |            |          |
|-------------|----|-----------------------|------------|------------|----------|
| <b>Wrap</b> | TM | TYPE<br><b>Normal</b> | POW.<br>15 | ACC.<br>85 | PP<br>20 |
|-------------|----|-----------------------|------------|------------|----------|

**Changed** Traps and attacks opponent continuously for 2-5 turns

|                   |    |                         |             |            |         |
|-------------------|----|-------------------------|-------------|------------|---------|
| <b>Zap Cannon</b> | TM | TYPE<br><b>Electric</b> | POW.<br>100 | ACC.<br>50 | PP<br>5 |
|-------------------|----|-------------------------|-------------|------------|---------|

**New!** If it hits, Paralyzes opponent

## APPENDIX B: HM'S

|              |     |   |  |  |  |
|--------------|-----|---|--|--|--|
| <b>HM 01</b> | BUY | Receive from Charcoal-maker's apprentice in Ilex Forest (page 30) |  |  |  |
|--------------|-----|---|--|--|--|

|            |                       |            |            |          |  |
|------------|-----------------------|------------|------------|----------|--|
| <b>Cut</b> | TYPE<br><b>Normal</b> | POW.<br>50 | ACC.<br>95 | PP<br>30 |  |
|------------|-----------------------|------------|------------|----------|--|

Regular attack/Field: Cuts small trees

|              |     |   |  |  |  |
|--------------|-----|---|--|--|--|
| <b>HM 02</b> | BUY | Receive from woman by Cianwood City Gym after beating Chuck (page 50) |  |  |  |
|--------------|-----|---|--|--|--|

|            |                       |            |            |          |  |
|------------|-----------------------|------------|------------|----------|--|
| <b>Fly</b> | TYPE<br><b>Flying</b> | POW.<br>70 | ACC.<br>95 | PP<br>15 |  |
|------------|-----------------------|------------|------------|----------|--|

Attacks on 2nd turn/Field: Fly to areas you've already visited

|              |     |  |  |  |  |
|--------------|-----|--|--|--|--|
| <b>HM 03</b> | BUY | Defeat the five trainers in the Ecruteak Dance Theater (page 42) |  |  |  |
|--------------|-----|--|--|--|--|

|             |                      |            |             |          |  |
|-------------|----------------------|------------|-------------|----------|--|
| <b>Surf</b> | TYPE<br><b>Water</b> | POW.<br>95 | ACC.<br>100 | PP<br>15 |  |
|-------------|----------------------|------------|-------------|----------|--|

Regular attack/Field: Allows you to swim on water

|              |     |   |  |  |  |
|--------------|-----|---|--|--|--|
| <b>HM 04</b> | BUY | Receive from a Sailor in Olivine City (page 47) |  |  |  |
|--------------|-----|---|--|--|--|

|                 |                       |            |             |          |  |
|-----------------|-----------------------|------------|-------------|----------|--|
| <b>Strength</b> | TYPE<br><b>Normal</b> | POW.<br>80 | ACC.<br>100 | PP<br>15 |  |
|-----------------|-----------------------|------------|-------------|----------|--|

Regular attack/Field: Allows you to push rocks

|              |     |   |  |  |  |
|--------------|-----|---|--|--|--|
| <b>HM 05</b> | BUY | Receive from Master Li at top of Sprout Tower (page 23) |  |  |  |
|--------------|-----|---|--|--|--|

|              |                       |           |            |          |  |
|--------------|-----------------------|-----------|------------|----------|--|
| <b>Flash</b> | TYPE<br><b>Normal</b> | POW.<br>- | ACC.<br>70 | PP<br>20 |  |
|--------------|-----------------------|-----------|------------|----------|--|

Reduces opponent's Accuracy/Field: Lights up caves

|              |     |  |  |  |  |
|--------------|-----|--|--|--|--|
| <b>HM 06</b> | BUY | Receive from Lance after clearing Team Rocket HQ (page 59) |  |  |  |
|--------------|-----|--|--|--|--|

|                  |                      |            |            |          |  |
|------------------|----------------------|------------|------------|----------|--|
| <b>Whirlpool</b> | TYPE<br><b>Water</b> | POW.<br>15 | ACC.<br>70 | PP<br>15 |  |
|------------------|----------------------|------------|------------|----------|--|

Traps and attacks opp. for 2-5 turns/Field: Clears whirlpools

|              |     |                            |  |  |  |
|--------------|-----|----------------------------|--|--|--|
| <b>HM 07</b> | BUY | Find in Ice Path (page 63) |  |  |  |
|--------------|-----|----------------------------|--|--|--|

|                  |                      |            |             |          |  |
|------------------|----------------------|------------|-------------|----------|--|
| <b>Waterfall</b> | TYPE<br><b>Water</b> | POW.<br>80 | ACC.<br>100 | PP<br>15 |  |
|------------------|----------------------|------------|-------------|----------|--|

Regular attack/Field: Can swim up waterfalls

# APPENDIX C: TM'S

|              |            |  |  |  |  |
|--------------|------------|--|--|--|--|
| <b>TM 01</b> | <b>BUY</b> | Prize for defeating Chuck at the Cianwood City Gym (page 50) |  |  |  |
|--------------|------------|--|--|--|--|

|                      |                 |             |             |           |  |
|----------------------|-----------------|-------------|-------------|-----------|--|
| <b>Dynamic Punch</b> | <b>TYPE</b>     | <b>POW.</b> | <b>ACC.</b> | <b>PP</b> |  |
|                      | <b>Fighting</b> | 100         | 50          | 5         |  |

Whenever it hits, Confuses opponent

|              |            |  |  |  |  |
|--------------|------------|--|--|--|--|
| <b>TM 02</b> | <b>BUY</b> | Receive from man in Ilex Forest (page 31)/Can then buy in Goldenrod City |  |  |  |
|--------------|------------|--|--|--|--|

|                 |               |             |             |           |  |
|-----------------|---------------|-------------|-------------|-----------|--|
| <b>Headbutt</b> | <b>TYPE</b>   | <b>POW.</b> | <b>ACC.</b> | <b>PP</b> |  |
|                 | <b>Normal</b> | 70          | 100         | 15        |  |

Added Effect: Oppt. Flinches (30% success)/Field: Knock Pokémon from trees

|              |            |   |  |  |  |
|--------------|------------|---|--|--|--|
| <b>TM 03</b> | <b>BUY</b> | Receive from man in Celadon City mansion at night (page 85) |  |  |  |
|--------------|------------|---|--|--|--|

|              |             |             |             |           |  |
|--------------|-------------|-------------|-------------|-----------|--|
| <b>Curse</b> | <b>TYPE</b> | <b>POW.</b> | <b>ACC.</b> | <b>PP</b> |  |
|              | <b>???</b>  | -           | -           | 10        |  |

If used by Ghost, cuts own HP by 1/2, hurts opponent each turn

|              |            |                             |  |  |  |
|--------------|------------|-----------------------------|--|--|--|
| <b>TM 04</b> | <b>BUY</b> | Found on Route 35 (page 38) |  |  |  |
|--------------|------------|-----------------------------|--|--|--|

|                |             |             |             |           |  |
|----------------|-------------|-------------|-------------|-----------|--|
| <b>Rollout</b> | <b>TYPE</b> | <b>POW.</b> | <b>ACC.</b> | <b>PP</b> |  |
|                | <b>Rock</b> | 30          | 90          | 20        |  |

Attacks for 5 turns. Power increases each turn until misses

|              |            |  |  |  |  |
|--------------|------------|--|--|--|--|
| <b>TM 05</b> | <b>BUY</b> | Receive from man on Route 32 (page 24) |  |  |  |
|--------------|------------|--|--|--|--|

|             |               |             |             |           |  |
|-------------|---------------|-------------|-------------|-----------|--|
| <b>Roar</b> | <b>TYPE</b>   | <b>POW.</b> | <b>ACC.</b> | <b>PP</b> |  |
|             | <b>Normal</b> | -           | 100         | 20        |  |

Ends battle vs. wild Pokémon/Forces oppt. to switch Pokémon

|              |            |  |  |  |  |
|--------------|------------|--|--|--|--|
| <b>TM 06</b> | <b>BUY</b> | Prize for defeating Janine at Fuchsia City Gym (page 87) |  |  |  |
|--------------|------------|--|--|--|--|

|              |               |             |             |           |  |
|--------------|---------------|-------------|-------------|-----------|--|
| <b>Toxic</b> | <b>TYPE</b>   | <b>POW.</b> | <b>ACC.</b> | <b>PP</b> |  |
|              | <b>Poison</b> | -           | 85          | 10        |  |

Opponent is Poisoned. Poison damage increases each turn

|              |            |  |  |  |  |
|--------------|------------|--|--|--|--|
| <b>TM 07</b> | <b>BUY</b> | Reward for returning Machine Part to Kanto Power Plant (page 83) |  |  |  |
|--------------|------------|--|--|--|--|

|                   |                 |             |             |           |  |
|-------------------|-----------------|-------------|-------------|-----------|--|
| <b>Zap Cannon</b> | <b>TYPE</b>     | <b>POW.</b> | <b>ACC.</b> | <b>PP</b> |  |
|                   | <b>Electric</b> | 100         | 50          | 5         |  |

If it hits, Paralyzes opponent

|              |            |  |  |  |  |
|--------------|------------|--|--|--|--|
| <b>TM 08</b> | <b>BUY</b> | Receive on Route 36 (page 11)/can then buy in Goldenrod City Dept. Store |  |  |  |
|--------------|------------|--|--|--|--|

|                   |                 |             |             |           |  |
|-------------------|-----------------|-------------|-------------|-----------|--|
| <b>Rock Smash</b> | <b>TYPE</b>     | <b>POW.</b> | <b>ACC.</b> | <b>PP</b> |  |
|                   | <b>Fighting</b> | 20          | 100         | 15        |  |

Added Effect: Reduces oppt.'s Defense/Field: Smash rocks

|              |            |  |  |  |  |
|--------------|------------|--|--|--|--|
| <b>TM 09</b> | <b>BUY</b> | Found in possession of Abra imported from Red/Blue/Yellow (page 105) |  |  |  |
|--------------|------------|--|--|--|--|

|                 |               |             |             |           |  |
|-----------------|---------------|-------------|-------------|-----------|--|
| <b>Psych Up</b> | <b>TYPE</b>   | <b>POW.</b> | <b>ACC.</b> | <b>PP</b> |  |
|                 | <b>Normal</b> | -           | -           | 10        |  |

Oppt.'s moves with beneficial effects also affect your Pokémon

|              |            |   |  |  |  |
|--------------|------------|---|--|--|--|
| <b>TM 10</b> | <b>BUY</b> | Receive from man at Lake of Rage (page 56)/Buy in Celadon Dept. Store |  |  |  |
|--------------|------------|---|--|--|--|

|                     |               |             |             |           |  |
|---------------------|---------------|-------------|-------------|-----------|--|
| <b>Hidden Power</b> | <b>TYPE</b>   | <b>POW.</b> | <b>ACC.</b> | <b>PP</b> |  |
|                     | <b>Normal</b> | -           | 100         | 15        |  |

Type and Power changes depending on Pokémon using it

|              |            |  |  |  |  |
|--------------|------------|--|--|--|--|
| <b>TM 11</b> | <b>BUY</b> | Reward in Goldenrod Radio Tower (page 61)/Buy in Celadon Dept. Store |  |  |  |
|--------------|------------|--|--|--|--|

|                  |             |             |             |           |  |
|------------------|-------------|-------------|-------------|-----------|--|
| <b>Sunny Day</b> | <b>TYPE</b> | <b>POW.</b> | <b>ACC.</b> | <b>PP</b> |  |
|                  | <b>Fire</b> | -           | -           | 5         |  |

Raises Power of Fire-type attacks for 5 turns

|              |            |  |  |  |  |
|--------------|------------|--|--|--|--|
| <b>TM 12</b> | <b>BUY</b> | Receive from woman in Guard House as you leave Ilex Forest (page 32) |  |  |  |
|--------------|------------|--|--|--|--|

|                    |               |             |             |           |  |
|--------------------|---------------|-------------|-------------|-----------|--|
| <b>Sweet Scent</b> | <b>TYPE</b>   | <b>POW.</b> | <b>ACC.</b> | <b>PP</b> |  |
|                    | <b>Normal</b> | -           | 100         | 20        |  |

Reduces opponent's Evasion/Field: Attracts wild Pokémon

|              |            |  |  |  |  |
|--------------|------------|--|--|--|--|
| <b>TM 13</b> | <b>BUY</b> | Reward for healing Miltank on Route 39 (page 16)/Dark Cave (page 71) |  |  |  |
|--------------|------------|--|--|--|--|

|              |               |             |             |           |  |
|--------------|---------------|-------------|-------------|-----------|--|
| <b>Snore</b> | <b>TYPE</b>   | <b>POW.</b> | <b>ACC.</b> | <b>PP</b> |  |
|              | <b>Normal</b> | 40          | 100         | 15        |  |

Added Effect: Oppt. Flinches (30% success). Use only while Asleep

|              |            |  |  |  |  |
|--------------|------------|--|--|--|--|
| <b>TM 14</b> | <b>BUY</b> | Can be purchased as a prize in Goldenrod Game Corner (page 37) |  |  |  |
|--------------|------------|--|--|--|--|

|                 |             |             |             |           |  |
|-----------------|-------------|-------------|-------------|-----------|--|
| <b>Blizzard</b> | <b>TYPE</b> | <b>POW.</b> | <b>ACC.</b> | <b>PP</b> |  |
|                 | <b>Ice</b>  | 120         | 70          | 5         |  |

Added Effect: Freezes opponent (10% success)

|              |            |  |  |  |  |
|--------------|------------|--|--|--|--|
| <b>TM 15</b> | <b>BUY</b> | Can be purchased as a prize in Celadon Game Corner (page 85) |  |  |  |
|--------------|------------|--|--|--|--|

|                   |               |             |             |           |  |
|-------------------|---------------|-------------|-------------|-----------|--|
| <b>Hyper Beam</b> | <b>TYPE</b>   | <b>POW.</b> | <b>ACC.</b> | <b>PP</b> |  |
|                   | <b>Normal</b> | 150         | 90          | 5         |  |

Can't do anything on turn after attack

|              |            |  |  |  |  |
|--------------|------------|--|--|--|--|
| <b>TM 16</b> | <b>BUY</b> | Prize for defeating Pryce at the Mahogany Town Gym (page 59) |  |  |  |
|--------------|------------|--|--|--|--|

|                 |             |             |             |           |  |
|-----------------|-------------|-------------|-------------|-----------|--|
| <b>Icy Wind</b> | <b>TYPE</b> | <b>POW.</b> | <b>ACC.</b> | <b>PP</b> |  |
|                 | <b>Ice</b>  | 55          | 95          | 15        |  |

Added Effect: Reduces opponent's Speed (10% success)

|              |            |  |  |  |  |
|--------------|------------|--|--|--|--|
| <b>TM 17</b> | <b>BUY</b> | Can be purchased at Celadon Department Store (page 85) |  |  |  |
|--------------|------------|--|--|--|--|

|                |               |             |             |           |  |
|----------------|---------------|-------------|-------------|-----------|--|
| <b>Protect</b> | <b>TYPE</b>   | <b>POW.</b> | <b>ACC.</b> | <b>PP</b> |  |
|                | <b>Normal</b> | -           | -           | 10        |  |

Protects from any attack. If used again, success % decreases

|              |            |   |  |  |  |
|--------------|------------|---|--|--|--|
| <b>TM 18</b> | <b>BUY</b> | Found in level B1 of the Slowpoke Well (page 51)/Buy at Celadon Dept. Store |  |  |  |
|--------------|------------|---|--|--|--|

|                   |              |             |             |           |  |
|-------------------|--------------|-------------|-------------|-----------|--|
| <b>Rain Dance</b> | <b>TYPE</b>  | <b>POW.</b> | <b>ACC.</b> | <b>PP</b> |  |
|                   | <b>Water</b> | -           | -           | 5         |  |

Raises Power of Water-type attacks for 5 turns

|              |            |   |  |  |  |
|--------------|------------|---|--|--|--|
| <b>TM 19</b> | <b>BUY</b> | Prize for beating Erika at Celadon City Gym (page 85) |  |  |  |
|--------------|------------|---|--|--|--|

|                   |              |             |             |           |  |
|-------------------|--------------|-------------|-------------|-----------|--|
| <b>Giga Drain</b> | <b>TYPE</b>  | <b>POW.</b> | <b>ACC.</b> | <b>PP</b> |  |
|                   | <b>Grass</b> | 60          | 100         | 5         |  |

Refills HP by half of damage dealt to opponent

|              |            |   |  |  |  |
|--------------|------------|---|--|--|--|
| <b>TM 20</b> | <b>BUY</b> | Found in level B1 of the Burned Tower (page 51) |  |  |  |
|--------------|------------|---|--|--|--|

|               |               |             |             |           |  |
|---------------|---------------|-------------|-------------|-----------|--|
| <b>Endure</b> | <b>TYPE</b>   | <b>POW.</b> | <b>ACC.</b> | <b>PP</b> |  |
|               | <b>Normal</b> | -           | -           | 10        |  |

User survives with 1 HP. If used again, success % decreases

|              |            |  |  |  |  |
|--------------|------------|--|--|--|--|
| <b>TM 21</b> | <b>BUY</b> | Only if Pokémon is mad/unhappy - receive from woman (Sundays only) in Goldenrod Dept. Store 5F (page 35) |  |  |  |
|--------------|------------|--|--|--|--|

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|  |                   |  |             |             |          |  |
|--|-------------------|--|-------------|-------------|----------|--|
| <b>TM 25</b>   | BUY<br>5500 Coins | Can be purchased as a prize in Goldenrod Game Corner (page 37)               |             |             |          |  |
| <b>Thunder</b>   |                   | TYPE<br><b>Electric</b>  | POW.<br>120 | ACC.<br>70  | PP<br>10 |  |
| Added Effect: Paralyzes opponent (30% success)                   |                   |  |             |             |          |  |
| <b>TM 26</b>   | BUY<br>-          | Found in level 2F of Victory Road (page 74)                                  |             |             |          |  |
| <b>Earthquake</b>  |                   | TYPE<br><b>Ground</b>  | POW.<br>100 | ACC.<br>100 | PP<br>10 |  |
| No special properties  |                   |  |             |             |          |  |
| <b>TM 27</b>   | BUY<br>-          | Can receive only on Sundays from woman in Goldenrod Dept. Store 5F (page 35) |             |             |          |  |
| <b>Return</b>  |                   | TYPE<br><b>Normal</b>  | POW.<br>-   | ACC.<br>100 | PP<br>20 |  |
| Gains Power based on how happy user is                           |                   |  |             |             |          |  |
| <b>TM 28</b>   | BUY<br>-          | Found in National Park area (page 39)  |             |             |          |  |
| <b>Dig</b>   |                   | TYPE<br><b>Ground</b>  | POW.<br>60  | ACC.<br>100 | PP<br>10 |  |
| Attacks on 2nd turn/Field: Escapes from caves                    |                   |  |             |             |          |  |
| <b>TM 29</b>   | BUY<br>3500 Coins | Receive in Saffron (page 78)/Prize in Celadon Game Center (page 85)          |             |             |          |  |
| <b>Psychic</b>   |                   | TYPE<br><b>Psychic</b>   | POW.<br>90  | ACC.<br>100 | PP<br>10 |  |
| Added Effect: Reduces opponent's Special Defense (10% success)   |                   |  |             |             |          |  |
| <b>TM 30</b>   | BUY<br>-          | Prize for defeating Morty at the Ecruteak City Gym (page 44)                 |             |             |          |  |
| <b>Shadow Ball</b>   |                   | TYPE<br><b>Ghost</b>   | POW.<br>80  | ACC.<br>100 | PP<br>5  |  |
| Added Effect: Reduces oppn.'s Special Defense (20% success)      |                   |  |             |             |          |  |
| <b>TM 31</b>   | BUY<br>-          | Prize for defeating Falkner at Violet City Gym (page 22)                     |             |             |          |  |
| <b>Mud Slap</b>  |                   | TYPE<br><b>Ground</b>  | POW.<br>20  | ACC.<br>100 | PP<br>10 |  |
| Added Effect: Reduces opponent's Accuracy (10% success)          |                   |  |             |             |          |  |
| <b>TM 32</b>   | BUY<br>1500 Coins | Can be purchased as a prize in Celadon Game Corner (page 85)                 |             |             |          |  |
| <b>Double Team</b>   |                   | TYPE<br><b>Normal</b>  | POW.<br>-   | ACC.<br>-   | PP<br>15 |  |
| Raises user's Evasion  |                   |  |             |             |          |  |
| <b>TM 33</b>   | BUY<br>\$3000     | Can be purchased in Goldenrod Department Store 5F (page 35)                  |             |             |          |  |
| <b>Ice Punch</b>   |                   | TYPE<br><b>Ice</b>   | POW.<br>75  | ACC.<br>100 | PP<br>15 |  |
| Added Effect: Freezes opponent (10% success)                     |                   |  |             |             |          |  |
| <b>TM 34</b>   | BUY<br>-          | Found on level 5 of the Olivine City Lighthouse (page 48)                    |             |             |          |  |
| <b>Swagger</b>   |                   | TYPE<br><b>Normal</b>  | POW.<br>-   | ACC.<br>90  | PP<br>10 |  |
| Confuses opponent but greatly raises opponent's Attack           |                   |  |             |             |          |  |
| <b>TM 35</b>   | BUY<br>-          | Found in level B2b of Goldenrod Underground (page 61)                        |             |             |          |  |
| <b>Sleep Talk</b>  |                   | TYPE<br><b>Normal</b>  | POW.<br>-   | ACC.<br>-   | PP<br>10 |  |
| Randomly uses one of user's techniques when Asleep               |                   |  |             |             |          |  |
| <b>TM 36</b>   | BUY<br>-          | Reward from Route 13 border guard for defeating Team Rocket (page 56)        |             |             |          |  |
| <b>Sludge Bomb</b>   |                   | TYPE<br><b>Poison</b>  | POW.<br>90  | ACC.<br>100 | PP<br>10 |  |
| Added Effect: Poisons opponent (30% success)                     |                   |  |             |             |          |  |
| <b>TM 37</b>   | BUY<br>\$2000     | Receive from woman on Route 26 (page 72)/Buy in Celadon Dept. Store          |             |             |          |  |
| <b>Sandstorm</b>   |                   | TYPE<br><b>Rock</b>  | POW.<br>-   | ACC.<br>-   | PP<br>10 |  |
| Hurts both Pokémon each turn, except Rock, Steel, & Ground-types |                   |  |             |             |          |  |
| <b>TM 38</b>   | BUY<br>5500 Coins | Can be purchased as a prize in Goldenrod Game Corner (page 37)               |             |             |          |  |
| <b>Fire Blast</b>  |                   | TYPE<br><b>Fire</b>  | POW.<br>120 | ACC.<br>85  | PP<br>5  |  |
| Added Effect: Burns opponent (10% success)                       |                   |  |             |             |          |  |
| <b>TM 39</b>   | BUY<br>-          | Find in level B1 of the Union Cave (page 27)                                 |             |             |          |  |
| <b>Swift</b>   |                   | TYPE<br><b>Normal</b>  | POW.<br>60  | ACC.<br>-   | PP<br>20 |  |
| Always hits (except during opponent's Dig, Fly, etc.)            |                   |  |             |             |          |  |
| <b>TM 40</b>   | BUY<br>-          | Found in level 2Fb of Mt. Mortar (page 66)                                   |             |             |          |  |
| <b>Defense Curl</b>  |                   | TYPE<br><b>Normal</b>  | POW.<br>-   | ACC.<br>-   | PP<br>10 |  |
| Raises user's Defense  |                   |  |             |             |          |  |
| <b>TM 41</b>   | BUY<br>\$3000     | Can be purchased in Goldenrod Department Store 5F (page 35)                  |             |             |          |  |
| <b>Thunderpunch</b>  |                   | TYPE<br><b>Electric</b>  | POW.<br>75  | ACC.<br>100 | PP<br>15 |  |
| Added Effect: Paralyzes opponent (10% success)                   |                   |  |             |             |          |  |
| <b>TM 42</b>   | BUY<br>-          | Receive from man in Viridian City (page 93)                                  |             |             |          |  |
| <b>Dream Eater</b>   |                   | TYPE<br><b>Psychic</b>   | POW.<br>100 | ACC.<br>100 | PP<br>15 |  |
| Only hits Sleeping opponents. Gain HP equal to 1/2 damage dealt  |                   |  |             |             |          |  |
| <b>TM 43</b>   | BUY<br>-          | Found in corner north of Lake of Rage (page 57)                              |             |             |          |  |
| <b>Detect</b>  |                   | TYPE<br><b>Fighting</b>  | POW.<br>-   | ACC.<br>-   | PP<br>5  |  |
| Protects from any attack. If used again, success % decreases     |                   |  |             |             |          |  |
| <b>TM 44</b>   | BUY<br>-          | Found in level B2b of Ice Path (page 63)                                     |             |             |          |  |
| <b>Rest</b>  |                   | TYPE<br><b>Psychic</b>   | POW.<br>-   | ACC.<br>-   | PP<br>10 |  |
| Recovers HP completely, user Sleeps for next two turns           |                   |  |             |             |          |  |
| <b>TM 45</b>   | BUY<br>-          | Prize for defeating Whitney at the Goldenrod City Gym (page 36)              |             |             |          |  |
| <b>Attract</b>   |                   | TYPE<br><b>Normal</b>  | POW.<br>-   | ACC.<br>100 | PP<br>10 |  |
| Prevents opposite sex opponent from attacking (50% success)      |                   |  |             |             |          |  |
| <b>TM 46</b>   | BUY<br>-          | Found in level B1 of Team Rocket headquarters (page 58)                      |             |             |          |  |
| <b>Thief</b>   |                   | TYPE<br><b>Dark</b>  | POW.<br>10  | ACC.<br>100 | PP<br>10 |  |
| Added Effect: Steals any item held by wild Pokémon               |                   |  |             |             |          |  |
| <b>TM 47</b>   | BUY<br>-          | Found in Rock Tunnel (page 81)/Get from woman on Route 28 (page 66)          |             |             |          |  |
| <b>Steel Wing</b>  |                   | TYPE<br><b>Steel</b>   | POW.<br>70  | ACC.<br>90  | PP<br>25 |  |
| Added Effect: Raises user's Defense (10% success)                |                   |  |             |             |          |  |
| <b>TM 48</b>   | BUY<br>\$3000     | Can be purchased in Goldenrod Department Store 5F (page 35)                  |             |             |          |  |
| <b>Fire Punch</b>  |                   | TYPE<br><b>Fire</b>  | POW.<br>75  | ACC.<br>100 | PP<br>15 |  |
| Added Effect: Burns opponent (10% success)                       |                   |  |             |             |          |  |
| <b>TM 49</b>   | BUY<br>-          | Prize for defeating Bugsy in Azalea Town Gym (page 29)                       |             |             |          |  |
| <b>Fury Cutter</b>   |                   | TYPE<br><b>Bug</b>   | POW.<br>10  | ACC.<br>95  | PP<br>20 |  |
| If used consecutively, Power doubles each turn until misses      |                   |  |             |             |          |  |
| <b>TM 50</b>   | BUY<br>-          | Deliver the Goldenrod border guard's Spearow to Route 31 (page 37)           |             |             |          |  |
| <b>Nightmare</b>   |                   | TYPE<br><b>Ghost</b>   | POW.<br>-   | ACC.<br>100 | PP<br>15 |  |
| Use only while opponent sleeps. Deals damage every turn          |                   |  |             |             |          |  |

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# INTRODUCING JOANNA DARK

Nothing has prepared you for this. Joanna Dark, Nintendo's newest female heroine, takes players into a world of mystery, intrigue, rampaging aliens, and sharpshooting tactics. Rareware, the geniuses behind Goldeneye, have been slaving away on Perfect Dark for 3 years - and the results show.

Gamespot.com has called Perfect Dark "the most anticipated Nintendo video game" for 2000. The Versus Books Perfect Guide will give you Perfect mastery of Rare's new Perfect masterpiece!



The year is 2022. Meet Joanna Dark, an extremely promising agent-in-training at the Carrington Institute. Naturally eager to graduate to fully qualified service, Joanna is becoming more and more excited with the onset of her final training exercises and the promise of active duty that lies beyond...

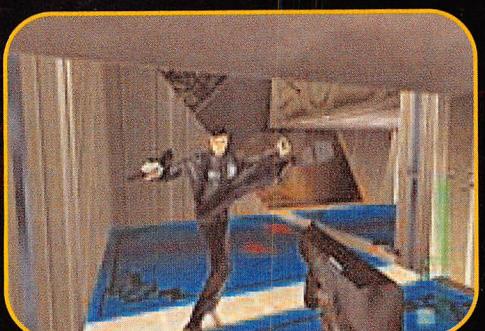
And this duty will arrive sooner than she imagines. The undergraduate field-work which constitutes the acid test of a budding CI Agent sees Joanna sent deep into the heart of a South American jungle, her objectives focused on the closure of an illegal cyborg manufac-

turing facility. Only with the cunning and guile essential to a good agent will she be able to steal past the guards stationed within the facility and its surrounding area, accomplish her aims and prove herself ultimately worthy of the Institute's ranks.

But of course the world of espionage is rarely so simple. During the operation, Joanna will uncover a much bigger picture and find herself pitted for the first time against the mysterious dataDyne Corporation, whose shadowy agenda will return to haunt her long after this field test is over...



See the blurry spot in the middle of the screen? It's actually a cloaked enemy. Your foes have to uncloak before firing, which is your only saving grace.



Your foes can duck and roll to avoid your bullets, so act quickly when they're just standing around like this.



Do not stand face to face with an enemy. Your foes will slap or kick you if you try to invade their personal space. See what happens after taking a whack to the noggin.

## PERFECT DARK GUIDE FEATURES

- Insanely detailed maps
- Every gameplay secret revealed
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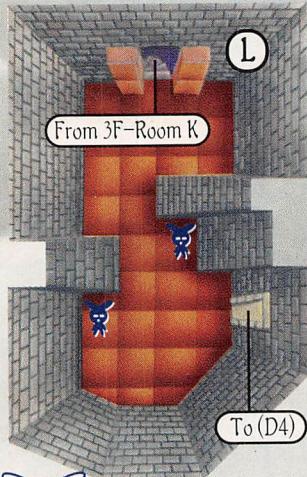
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# THE LEGEND OF ZELDA®: MAJORA'S MASK™

OFFICIAL PERFECT GUIDE™  
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## 16 DEFEAT THE LIZARDOS

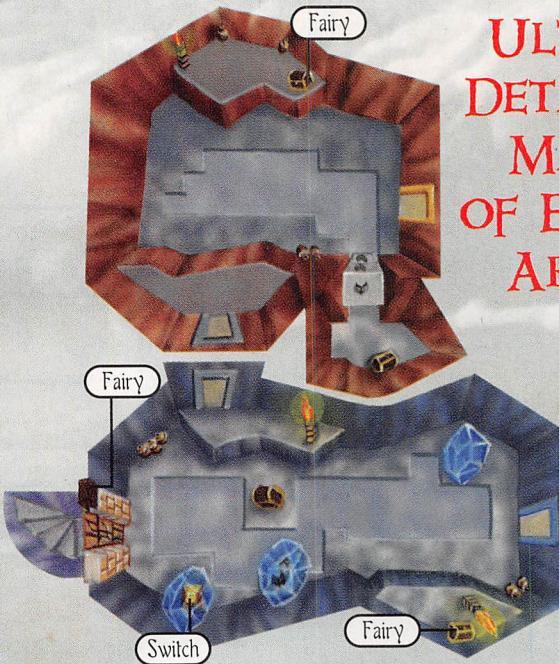


A pair of Lizardos ambush you in this room, but they're nothing you can't handle. You can use tried and true techniques, or nail them with Fire Arrows before they swing for a two-shot kill.



*These two fairies couldn't be easier to get. One rises from each of the fallen Lizardos.*

THE BEST EXPLANATION OF  
WHATS GOING ON ANY TIME!



ULTRA-  
DETAILED  
MAPS  
OF EVERY  
AREA!

With over 2.5 million copies of the Legend of Zelda®: Ocarina of Time™ already sold, Nintendo has forecast The Legend of Zelda®: Majora's Mask™ to sell over 2 million copies in North America!!

Wrought full of colorful creatures, parallel dimensions and multiple journeys, The Legend of Zelda: Majora's Mask is an incredibly awesome RPG from a strong and proven franchise.

This is the definitive guide for anyone who wants to get through the game on their own terms. Versus Books allows for all available game options to be explored rather than provide gamers with only one linear path through the game. The authors at Versus Books are always detail oriented offering incredibly in-depth maps and dazzling graphics.

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# Gold/Silver Calendar of Events

Event Occurs

Event Does Not Occur

|  | Sun. | Mon. | Tue. | Wed. | Thu. | Fri. | Sat. |
|--|------|------|------|------|------|------|------|
| Bug-Catching Contest held in National Park                 |      |      |      |      |      |      |      |
| Elder Brother is at Goldenrod Tunnel Pokémon Salon         |      |      |      |      |      |      |      |
| Younger Brother is at Goldenrod Tunnel Pokémon Salon       |      |      |      |      |      |      |      |
| Goldenrod Tunnel Pharmacy is Open                          |      |      |      |      |      |      |      |
| Goldenrod Tunnel Trinket Shop is Open (morning only)       |      |      |      |      |      |      |      |
| Lapras appears in Union Cave                               |      |      |      |      |      |      |      |
| Clefairy dance at Mt. Moon (evening only)                  |      |      |      |      |      |      |      |
| Pokémon Music Radio Station plays Pokémon Lullaby          |      |      |      |      |      |      |      |
| Pokémon Music Radio Station plays Pokémon March            |      |      |      |      |      |      |      |
| Lucky Number Radio Program picks new number                |      |      |      |      |      |      |      |
| Once-a-Week Sibling: Sunny appears on Route 37             |      |      |      |      |      |      |      |
| Once-a-Week Sibling: Monica appears on Route 40            |      |      |      |      |      |      |      |
| Once-a-Week Sibling: Tuscany appears on Route 29           |      |      |      |      |      |      |      |
| Once-a-Week Sibling: Wesley appears at Lake of Rage        |      |      |      |      |      |      |      |
| Once-a-Week Sibling: Arthur appears on Route 36            |      |      |      |      |      |      |      |
| Once-a-Week Sibling: Frieda appears on Route 32            |      |      |      |      |      |      |      |
| Once-a-Week Sibling: Santos appears in Blackthorn          |      |      |      |      |      |      |      |
| S.S. Aqua departs from Olivine to Vermilion                |      |      |      |      |      |      |      |
| S.S. Aqua departs from Vermilion to Olivine                |      |      |      |      |      |      |      |
| Rival appears in Dragon's Den (after defeat at Mt. Moon)   |      |      |      |      |      |      |      |
| Rival appears in Indigo Plateau (after defeat at Mt. Moon) |      |      |      |      |      |      |      |

# Combat Type Chart

The key to a quick victory in any battle, whether against a computer opponent or one of your friends, is to use the right Pokémon type against your competitor. Refer to this chart frequently! Knowing how the types interact is the key to becoming a master Pokémon trainer.

| Normal   | Fire      | Water  | Electric | Grass  | Ice    | Fighting | Poison | Ground    | Flying | Psychic   | Bug    | Rock      | Ghost     | Dragon | Dark      | Steel     |
|----------|-----------|--------|----------|--------|--------|----------|--------|-----------|--------|-----------|--------|-----------|-----------|--------|-----------|-----------|
| Normal   |           |        |          |        |        |          |        |           |        |           | Weak   | Can't Hit |           |        |           | Weak      |
| Fire     |           | Weak   | Weak     |        | Strong | Strong   |        |           |        | Strong    | Weak   |           | Weak      |        | Weak      | Strong    |
| Water    |           | Strong | Weak     |        | Weak   |          |        | Strong    |        |           |        | Strong    |           | Weak   |           |           |
| Electric |           |        | Strong   | Weak   | Weak   |          |        | Can't Hit | Strong |           |        |           |           | Weak   |           |           |
| Grass    |           | Weak   | Strong   |        | Weak   |          |        | Weak      | Strong | Weak      |        | Weak      | Strong    |        | Weak      | Weak      |
| Ice      |           | Weak   | Weak     |        | Strong | Weak     |        | Strong    | Strong |           |        |           |           | Strong |           | Weak      |
| Fighting | Strong    |        |          |        |        | Strong   |        | Weak      |        | Weak      | Weak   | Strong    | Can't Hit |        | Strong    | Strong    |
| Poison   |           |        |          |        | Strong |          |        | Weak      | Weak   |           |        | Weak      | Weak      |        |           | Can't Hit |
| Ground   |           | Strong |          | Strong | Weak   |          |        | Strong    |        | Can't Hit |        | Weak      | Strong    |        |           | Strong    |
| Flying   |           |        |          | Weak   | Strong |          | Strong |           |        |           | Strong | Weak      |           |        |           | Weak      |
| Psychic  |           |        |          |        |        | Strong   | Strong |           |        | Weak      |        |           |           |        | Can't Hit | Weak      |
| Bug      |           | Weak   |          |        | Strong |          | Weak   | Weak      |        | Weak      | Strong |           | Weak      |        | Strong    | Weak      |
| Rock     |           | Strong |          |        |        | Strong   | Weak   |           | Weak   | Strong    |        | Strong    |           |        |           | Weak      |
| Ghost    | Can't Hit |        |          |        |        |          |        |           |        | Strong    |        |           | Strong    |        | Weak      | Weak      |
| Dragon   |           |        |          |        |        |          |        |           |        |           |        |           | Strong    |        |           | Weak      |
| Dark     |           |        |          |        |        |          | Weak   |           |        | Strong    |        | Strong    |           | Weak   |           | Weak      |
| Steel    |           | Weak   | Weak     | Weak   |        | Strong   |        |           |        |           | Strong |           |           |        |           | Weak      |

Attacking Type

## Damage Modifiers:

Strong x 2 (Double damage)

Weak x 0.5 (Half damage)

Can't Hit x 0 (No damage)

Critical Hit x 2 (Double damage)

Skill is same type as user x 1.5 (Plus 50% damage)

If a Pokémon has two types, attacks get a 25% (x 1.25) bonus.  
Normal attacks do not get a same-type bonus.

## **Detailed Maps and Walk-through!**



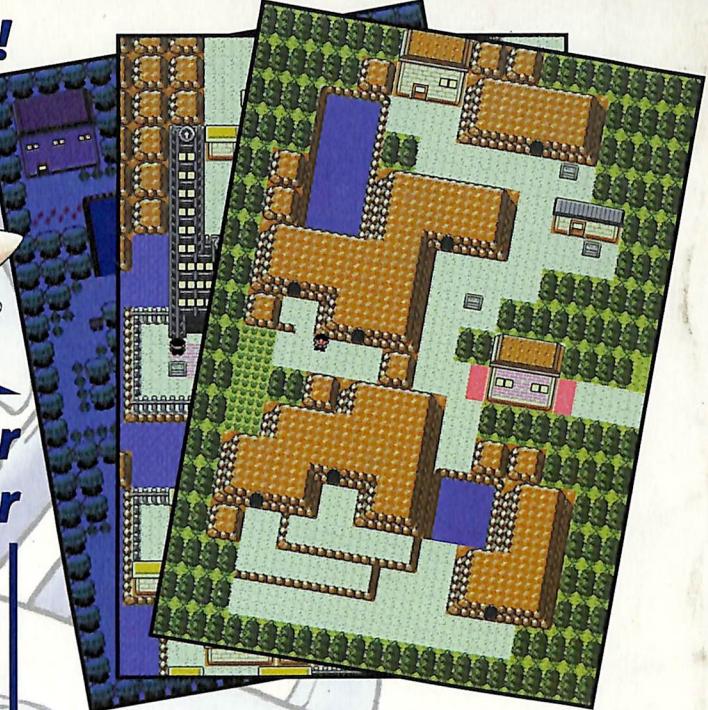
**Our complete walk-through features maps of every game area, from start to finish! Every item and trainer is listed, every Gym is extensively covered, and every secret is described in-depth!**



|  |                       |   |                       |
|--|-----------------------|---|-----------------------|
|  | Ian<br>P192           |  | Gina<br>P240          |
|  | Mankey<br>Level 10    |  | Hoppip<br>Level 09    |
|  | Diglett<br>Level 12   |  | Hoppip<br>Level 09    |
|  | Samuel<br>P128        |  | Bulbasaur<br>Level 12 |
|  | Rattata<br>Level 07   |  | Peter<br>P192         |
|  | Sandshrew<br>Level 10 |  | Pidgey<br>Level 09    |
|  | Spearow<br>Level 08   |  | Pidgey<br>Level 09    |
|  | Spearow<br>Level 08   |  | Spearow<br>Level 12   |

# **Full Rosters for Every Trainer**

*Only Versus Books lists the rosters of virtually every trainer you'll face in Gold and Silver. Now you'll know how to prepare for difficult battles, and how to avoid the ones you just can't win.*



# **Exact Appearance Ratios for Every Game Area!**



*Know at a glance which Pokémons appear in each area, in which versions, and at what times of day. Get the exact odds of running into the Pokémons that you need to catch.*

|          | Route 42<br>(Gold Version) | Morning | Day | Night |
|----------|----------------------------|---------|-----|-------|
| Hoothoot | -                          | -       | -   | 40%   |
| Spearow  | Route 42<br>(Gold Version) | Morning | Day | Night |
| Mankey   | -                          | 35%     | 25% | -     |
| Mareep   | -                          | 25%     | 25% | 25%   |
| Flaaffy  | -                          | 25%     | 35% | 25%   |
| Zubat    | -                          | 15%     | 15% | 15%   |

# **Detailed Explanations of All of Gold & Silver's Mysteries**

**The Q&A section gives you the answers to all of your Gold/Silver questions. Learn the new ways to evolve, the secrets of Breeding, the tricks to catching Legendary Pokémon.**

## How Can I Get Both New Eevee Evolutions?

**How Can I Catch Raikou, Suicune, and Entei?**

Raikou, Suicune, and Entei can be a grueling ordeal. But once you've wondered Legendary Pokémon, there's a

A large, detailed illustration of three Legendary Pokémon. On the left is Raikou, a large blue dog-like creature with sharp fangs and a lightning bolt on its forehead. In the center is Suicune, a white, multi-tailed dragon with a serene expression and a long, flowing white tail. On the right is Entei, a red, fire-breathing dragon with a large, pointed horn on its forehead and a烈焰般 (flame-like) body.

**How Can I Catch Raikou, Suicune, and Entei?**

Catching Raikou, Entei, and Suicune can be a grueling ordeal. But once you've spotted each member of this trio of wandering Legendary Pokémons, there's a science to making them yours.

**Where Can I Find Them?**

Each member of this trio on the field, **Solutions?**

**Where Can I Find Them?**

There are two new evolutions for Eevee in Gold and Silver: Espeon and Umbreon. Both evolve based on mood, so you'll need to pamper your Eevee for a long time to get either (see page 11). When your Eevee is in the best mood possible, it will evolve the

## **How Can I Make Chansey, Golbat and Togepi Evolve?**

These Pokémon evolve based on mood, the way Eevee evolves in Espeon and Umbreon. That means using them in battle frequently, giving them items to hold, using lots of healing items on them, taking them to the Pokémon Salon, and that sort of thing. See page 11 for more details on evolving by mood.

at Blissey, Crobat, Togetic, Umbreon and Espeon are the only Pok  mon that can only be acquired by evolving based on mood. But three other Pok  mon also evolve based on mood: Baby Pok  mon Pichu (into Pikachu), Cleffa (into Clefairy), and Iggybuff (into Jigglypuff).

